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- SUPER STAR WARS
- ROBOCOD
- GUNFORCE

NES

- LETHAL WEAPON
- STREET FIGHTER II

GAMEBOY

- BIONIC COMMANDO
- DIG DUG
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- DROPZONE

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EXCLUSIVE
BUBSY
THE BOBCAT
FASTER THAN A SPEEDING HEDGEHOG!

EXCLUSIVE!
CYBERNATOR
SCOOP REVIEW

ISSN 0965-4240
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THE WORLDS ONLY Nintendo MAGAZINE

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Will you ever reach the end?

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Exclusive

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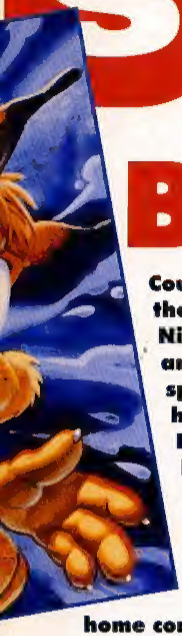
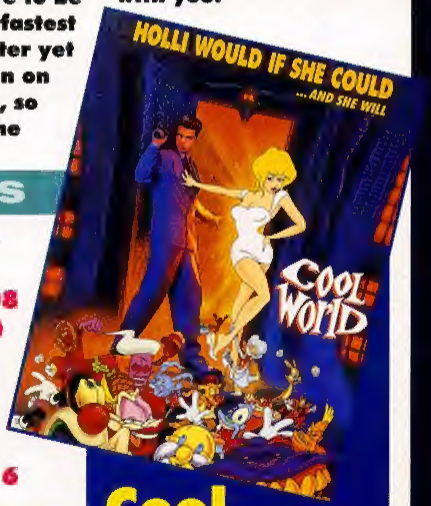
Bubsy the Bobcat



Could this be the Super Nintendo's answer to the spikey blue hedgehog? Bubsy the Bobcat could well prove to be the fastest critter yet seen on home console, so NMS scoops the world once again for the EXCLUSIVE on this tasty little number. Flick ahead to those white hot preview pages immediately and all will be revealed. What? Are you still here? Go on, be off with you!



Cool World

That's right, Holly Would is set to hit the NES and Game Boy. Read on...

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HIGH SCORES - 50
Well, we're in here - are you? The so-called cream of Nintendo game players have unveiled their best efforts for your delectation. If you think you could beat what's on display, then drop us a line and a photo - if you dare...

Q&A - 52
Nope, sorry to disappoint you, but you are not going to see Street Fighter Championship Edition for the Game Boy. These and other heavily-optimistic questions are answered by the ever-reliable Jaz this issue.

S.E.A.L's MAIL BAG - 56
Questions, questions...and only the S.E.A.L can answer them! Is it a bird? Is it a plane? Is it a rather useless seagoing mammal with ridiculously large flippers and comments more cutting than a bowl full of fishooks? Read on and find out, because there's never been anything like him!

NHS - 61
The Doctor is in! This month the NHS once again comes to your rescue with the continuing guide to Zelda III, a wealth of Parodius-related info, and a whole host of small - but perfectly-formed - snippets to aid any struggling patients.

GAME STYLES - 106
This month, fighting games come under the microscope. Although Street Fighter II is widely regarded as THE definitive Super NES beat 'em up, are the others still worth bothering with? Steve Merrett emerges from scrap after scrap, punch drunk but with a full report.

INDEX - 120
Where else would you find concise reviews of F-Zero, Popeye, Excitebike, R-Type and Lemmings? Nowhere other than the complete guide to Game Boy, NES and Super NES games - the NMS index.

NEXT MONTH - 130
As sultry and mysterious as ever, the Next Month page is once again here doing what it does best. Want to know what's in Issue Six of NMS? Turn to this page and all might just be revealed...

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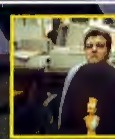
COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer.

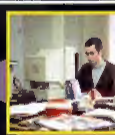
AMAZING BUT TRUE...
001:The flushing toilet was invented by Thomas Crapper, who promptly gave his name to the popular pashime.

EDITORIAL

NAME:Julian Rignall
DATE OF BIRTH:Product of the sixties.
EYES:Two blue ones.
SEX:Male, according to my trousers.
HEIGHT:5' 6"
WEIGHT:Just short of ten stone.
CHEST SIZE:34D
SHOE SIZE:7
WHERE DO YOU LIVE: Southend-on-Sea
WHAT SCHOOL DID YOU GO TO:Figgit Uchwrwdd Tregaron and Penglais Aberystwyth.
WORST TEACHER:Mr Varley.
MOST ANNOYING HABIT:Talking far too much and far too loud.
STUPIDEST THING I'VE SAID THIS YEAR:Watch me wheelie my motorbike off that speed hump.
FAVOURITE GAMES:Streetfighter II, Super Star Wars, Super Mario Kart, Super Mario World, F1 Exhaust Heat, Spindizzy Worlds, Super Tennis.
WORST GAMES:If you've been reading the magazine you'll know exactly which ones I hate!
FAVOURITE MUSIC:Very varied indeed - my selection of tapes to go with my Walkman this week includes Killing Joke, Shamen, Red Hot Chili Peppers, Primal Scream, Depeche Mode, Faith No More, Pink Floyd, The Prodigy and a couple of Techno compilations.
LIKES: Nonsense, bar cats, animals, the countryside, peace and quiet, Elvis, music, good things, film, sports, empty roads...I could go on for hours.
DISLIKES:Traffic jams, stupidity, intolerance, criminality, commuting, British Rail, the government, talking house prices...I could go on for hours.
WORST ARTICLE OF CLOTHING:Ties as with the "Stupidest thing I've said this year" category. The jeans I'm currently wearing - I fell off my bike while wearing them and they're ripped to shreds. Rather like my knees.
FAVOURITE PLANT:Not really a plant, but I love Bonsai Trees.
FAVOURITE FOOD:Man stuff other than hot food.
MOST HATED TV CELEB:All early Saturday night "entertainers".
WHAT I'D BE DOING IF I WASN'T ON NMS:Professional driver or a designer.
STATE OF WORK DESK:Very tidy.
FAVOURITE DARTS PLAYER:Reg (bass player) and the drummer who I can't remember.
FAVOURITE SWIMMING STROKE:I can't swim properly, so anything that keeps me afloat.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF:Never been thrown out of anywhere - don't ask me how!
FAVOURITE FILMS:I love loads of films, but Dark Star, Star Wars trilogy, Aliens Special Edition, Blade Runner, The Last of the Mohicans, Koyaanisqatsi and Way Out West spring to mind immediately. There are loads and loads of others which deserve a mention, but my brain's overloaded and gone blank.
FAVOURITE BOOKS:Ayrton Senna's Guide to Good Driving, Incredibly Strange Films, Leonard Maltin's Movie Guide, Wuxiaworld, Jungle, Industrial Light and Magic - again, I could mention loads more but my brain has seized up.
WHAT I WANT OUT OF 1993:Happiness.



NAME:Tim Boone
DATE OF BIRTH:10/5/65
EYES:Blue (sometimes red).
SEX:Oh, alright then.
HEIGHT: 6' 2"
WEIGHT: 6'2lbs Rez.
CHEST SIZE:44 on a good day.
SHOE SIZE:Ridiculous.
WHERE DO YOU LIVE:Surf London.
WHAT SCHOOL DID YOU GO TO:King Edward VI School, Southampton.
WORST TEACHER:All of them except David Dykes and Brian Lyndon, who are The Business.
MOST ANNOYING HABIT:Borrowing people's pens and putting them in my mouth.
STUPIDEST THING I'VE SAID THIS YEAR:No Paul, I'm not telling you my middle name.
PEOPLE I'D RATHER NOT KNOW:Jon and David Montgomery from Hastings, their parents, rat-glues, friends, milkman and personal income Tax adviser
FAVOURITE GAMES:Streetfighter 2, Streetfighter 2 Champion Edition, Tetris, Zelda, Super Tennis, Halls Of The Things, Mercenary, Dominoes, Hunter, Monopoly, Chips, Crossing with the goals taken off, anything which has Big Cash Prizes, Dropping The Lot, Maximum Payout.
WORST GAMES:David Pursuit (what's the point of that, why and Crosswords on the Sad Train.
FAVOURITE MUSIC:New Order, The Prodigy, Simple Minds, Gary In The Sky With Diamonds by William Shatner (indeed), tracks on obscure one-offs nobody's ever heard of, Quark and Clive.
LIKES:Everything which is a laugh.
DISLIKES:Everything else.
WORST ARTICLE OF CLOTHING:My Top Banana T-shirt.
FAVOURITE PLANT:My Yucca. It's moved with the four times and now sits in the bathroom.
FAVOURITE FOOD:Anything from the completely brilliant Golden Fish Bar in Farringdon Road and well done Quaker Pounders With Cheese from McDonalds.
MOST HATED TV CELEB:Nick Ross.
WHAT I'D BE DOING IF I WASN'T ON NMS:Somewhere you are. Looking at things.
STATE OF WORK DESK:Full of other people's mess.
FAVOURITE DART PLAYER:Eric Bristow. I played him once and missed with my first throw.
FAVOURITE SWIMMING STROKE:Breast Crawl.
BEST PLACE I'VE EVER BEEN THROWN OUT OF:Andy and Fergie's garden party, Wokingham District Council Chamber, The Atomic Weapons Research Establishment Aldermaston, HM Prison, Reading, the Club 7 Restaurant, Corfu. One day I might tell you why.
FAVOURITE FILMS:Mad Max 2, Die Hard 2, Predator, Ten Seconds From Hell, the Star Wars trilogy, Wings Of Desire, everything directed by John Carpenter - especially The Thing which is probably my all-time Number One, Breakfast Club, The Seven Samurai, all the Carry On films, Godfathers 1 and 2 but not 3 which was crap, 2001, A Bridge Too Far, Dan Boat, This Is Spinal Tap, Midnight Run, hundreds more.
FAVOURITE BOOKS:Treasure Island, The Adventures of Huckleberry Finn, Halliwell's Film Guide, The Book of Heroic Failures (1 and 2), Great Disasters Of The Stage, Catch-22, all the Sherlock Holmes books, Dan Boat (unedited - it's huge!), loads more.
WHAT I WANT OUT OF 1993:World peace, an end to starvation, incredible news from Voyager, a long summer, a short winter, the invention of a self-propelling electric iron, the demise of Blind Date, plenty of laughs and that special phone call from Pamela M.



NAME:ANGUS SWAN
DATE OF BIRTH:12/09/70
EYES:Two
SEX:Yes please! (Female)
HEIGHT:5ft 11ins
WEIGHT:10st
CHEST SIZE:42"
SHOE SIZE:8
WHERE DO YOU LIVE:A house in Tottenham
WHAT SCHOOL DID YOU GO TO:The glorious Renfrew High School.
WORST TEACHER:Mr Parker - one wind
MOST ANNOYING HABIT:Making barbed comments
STUPIDEST THING I'VE SAID THIS YEAR:Yes, I'll take the job.
PEOPLE I'D RATHER NOT KNOW:Fraser McCue - that's all
FAVOURITE GAMES:Of all time? The Eidolon on C64, Streetfighter II, Super Mario Kart, Dig Dug, Mr Do's Magical Castle, Gauntlet, Rampart, Euro, Sim City, Super Tennis, Parallax (C64), Wizball.
WORST GAMES:Howard the Duck (C64), Universal Soldier, Smash TV (NES), Pitfighter, Farrow Grand Prix Challenge, Blues Bros (NES)
FAVOURITE MUSIC:Power-driven synth beats like New Order, Utah Saints, EMF and Erasure. Soul relaxants like Lionel Ritchie and Alison Moyet
LIKES:Tolerance of all types, and a freedom to do my own thing. Money, bits of London, bits of Scotland, chocolate (Milk Tray, readers), Really good food and wine. Things slightly left of centre.
DISLIKES:The political right, intolerance, oppression, 'security clerks', Mothers's 'Kinderlieder'
WORST ARTICLE OF CLOTHING:Definitely the Stars and Stripes hooded top which lies festering in the bottom of my wardrobe. I thought it was so cool in the Second Summer of Love. Blow me if I wasn't mistaken!
FAVOURITE PLANT:I'll plead the 'fifth' on that one, and I don't have any in my conservatory, constable.
FAVOURITE FOOD:Spaghetti Carbonara, Mussels Mariniere.
MOST HATED TV CELEB:Tommy Mottet, the 'x.' (the remainder of this section has been censored).
WHAT I'D BE DOING IF I WASN'T ON NMS:Maybe starting a Phd, investigating structures of language.
STATE OF WORK DESK:Oscillates between cluttered and clear. I blame it on the 'Red Slippage Effect', as his desk is next to mine and regularly his 'filing cabinet' topples over onto my desk.
FAVOURITE DART PLAYERS:Um...er...yokes! I HATE darts.
FAVOURITE SWIMMING STROKE:Breast Stroke - because I can keep my head above water.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF:To be truthfully dull, nowhere of consequence.
FAVOURITE FILMS:Alien, The Little Foxes, Hairspray, Dawn of the Dead, Beauty and the Beast, the original A Nightmare on Elm Street - every sequel was a travesty of this clever film.
FAVOURITE BOOKS:The Canterbury Tales, Tess of the D'Urbervilles, Heart of Darkness, Cat's Eye, Equal Affections.
WHAT I WANT OUT OF 1993:I'll have the '3', and the rest of the gang can take the digit they want.

NAME:PAUL DAVIES
DATE OF BIRTH:14/2/69
EYES:BROWN
SEX:MALE
HEIGHT:5'11"
WEIGHT:10 STONE 8
CHEST SIZE:38"
SHOE SIZE:9
WHERE DO YOU LIVE:Turnpike Lane, London.
WHAT SCHOOL DID YOU GO TO:Dulwich Hill School, Richfields
WORST TEACHER:Mr Bespoly - if that's how you spell it!
MOST ANNOYING HABIT:Getting too excited over nothing species in all.
STUPIDEST THING I'VE SAID THIS YEAR:N/A.
PEOPLE I'D RATHER NOT KNOW:That bus driver I met the other day, people who expect too much too soon and myself when I'm on myself.
FAVOURITE GAMES:Street Fighter 2 CE, Super Ghouls n'Ghosts, Super Mario Kart, Kirby's Dreamland, Super R-Type, Blues Bros, Cosmic Spacehead, Actraiser, Smash TV and Total Carnage, the Mario Bros pinball table, R.V.I. Tie Cam, Doctors and Nurses.
WORST GAMES:Magic Sword, Blues Brothers, Titus the Fox, FKD Boxing, Robocop III.
FAVOURITE MUSIC:Boneyard, Lenny Kravitz, Helmet, Ministry, Alice Donut, Slayer's 'Reign in Blood' album, House of Pain, Rage Against the Machine, Wartime, Prince, UDS, Schizo.
LIKES:My family and friends, the rain, and time to myself.
DISLIKES:Lies and false pretenses, being misjudged - I HATE that!
WORST ARTICLE OF CLOTHING:A few pairs of white socks that I wore as a last resort.
FAVOURITE PLANT:Huge, enormous trees, tiny little colourful flowers and all things in between.
FAVOURITE FOOD:My Mum's.
MOST HATED TV CELEB:That what all Keynotes and Gwen Howden.
WHAT I'D BE DOING IF I WASN'T ON NMS:Doing my nurse training.
STATE OF WORK DESK:Varies.
FAVOURITE DART PLAYERS:I hate darts!!!
FAVOURITE SWIMMING STROKE:Any thing that works and doesn't make me look too stupid.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF:The Jazz Cafe in Camden. They wouldn't even let me through the door!
FAVOURITE FILMS:Cyrano De Bergerac, Beauty and the Beast, Akira, Robocop, all the Star Wars films, The Thing, Manon Des Sources.
FAVOURITE BOOKS:Terry Pratchett's Discworld novels, The Little Prince, Jonathan Livingston Seagull. Almost anything that's arty-farty.
WHAT I WANT OUT OF 1993:Love and happiness.

Welcome aboard the Good Ship NMS for another voyage through the wonderful world of Nintendo! I'm keeping this short because this issue of NMS is the greatest yet - and with so much crammed on these pages we've simply run out of space. Just room to tell you that from what we've heard 1993 looks set to be the best year ever for games, and next month we'll be telling you why. SEE YOU THEN!

TIM BOONE

NINTENDO PEOPLE SYSTEM

Well, you wanted to know all about them - and here they are! The NMS team reveal their innermost secrets just for you...

NAME: Steve Merrett
DATE OF BIRTH: 19/9/68
EYES: Yes.
SEX: Occasionally - you can't be too careful these days...
HEIGHT: 5' 11"
WEIGHT: Dunno, I think I'm just over eleven stone.
CHEST SIZE: Pigeon.
SHOE SIZE: Big tens.
WHERE DO YOU LIVE: A little village called Harley which is between Croydon and Gatwick. It's great, and has everything a bloke needs: kebab shop, a Chinese take away, and the excellent pub called the Genie Bird which has to be seen to be believed.
WHAT SCHOOL DID YOU GO TO: Southbourne 'Boarder' School.
MOST HEATED: Mr Mitchell - he was the head of Geography and my form teacher. He hated me, and it was thoroughly mutual.
MOST ANNOYING HABIT: I tend it hard sustaining interest in this...
STUPIDEST THING I'VE SAID THIS YEAR: I'll get this round in' and 'no' when this really neat girl asked me to dance - I'll never understand why I said that...
PEOPLE I'D RATHER NOT KNOW: You know who you are!
FAVOURITE GAMES: Oldies: Boulderdash. The Eidolon, Ballblazers. Recent: Contra Spirits, Street Fighter II, Super Tennis, Mario IV, Mummies And Daddies.
WORST GAMES: The Blues Brothers. Game Boy Spiderman II. Death Valley Rally.
FAVOURITE MUSIC: Cater USM, Steven McG, Waves Of Pain, The Specials, Madness.
LIKES: Gary Hooker Mimes, West Ham, Doctor Who, my nephew Adam, farting, cult magazines, the opposite sex, the phone, sleeping. David Boddiel and Rob Newman, and a rude word which rhymes with beich.
DISLIKES: Marriage, British Rail, boring gits, the BBC for scrapping Doctor Who.
WORST ARTICLE OF CLOTHING: A gold/maroon sweatshirt my mum bought me.
FAVOURITE PLANT: Greg, my Spiderplant - although it's just had babies!
FAVOURITE FOOD: Chinese food, kebabs, lasagne, tagliatelle, sherbert, McDonalds.
MOST HATED TV CELEB: Any of the Bruces, Torby, Tom O'Connory crowd. Pat Sharp. Spike Milligan. Roy Hudd, Bonnie Langford - loads!
WHAT I'D BE DOING IF I WASN'T ON NMS: Still on bloody CU Amiga, I expect.
STATE OF WORK DESK: Chaotic. Especially when Andy's mysteriously clears itself!
FAVOURITE DART PLAYERS: My Aunty Cath.
FAVOURITE SWIMMING STROKE: Retrieving the brick in my jim-jams.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: The old Chichester cinema (for gobbling chewed up Treats and Revels from the balcony on to the people below).
FAVOURITE FILM: Aliens, Terminator II, Day Of The Dead, Dawn Of The Dead, Goodfellas, Papillon, and Misunderstood.
FAVOURITE BOOK: American Psycho, Skaga and Spencer's Book Of The Dead, The Zombies That Ate Pittsburgh, the Books Of Blood, the Beth Sweet Kids annual
WHAT I WANT OUT OF 1993: A Super NES for me that, to appease an Noel Edmond's NTV, my money, on NASCI compatible video. Show series of Doctor Who. Andy McVitie to stop singing, piles surgery.

NAME: Andy Fingal O'Flaherty
McVitie.
DATE OF BIRTH: Flower child
EYES: Green and lovely.
SEX: TBA
HEIGHT: Lanky.
WEIGHT: 13 and a half stones
SHOE SIZE: Dainty mairs
WHERE DO YOU LIVE: Wembley
WHAT SCHOOL DID YOU DO TO: Ouider Hill, Rochdale.
WORST TEACHER: Miss Dobson - nice person, crap teacher thought
MOST ANNOYING HABIT: Picking my nose.
STUPIDEST THING I'VE SAID THIS YEAR: Tom from Magnetic is good at games.
PEOPLE I'D RATHER NOT KNOW: Steve Merrett's oral hygiene. John Major
FAVOURITE GAMES: Street Fighter II, Sim City, Legend of Zelda, Super Pang, Super Tennis, Parodius, Super Alesta, Lemmings, Kirby's Dreamland, Super Ghouls and Ghosts, Micro Machines, Battling Tops.
WORST GAMES: Castalian, Wings II, Blues Brothers, Death Valley Rally, Final Fight, Noah's Ark, Desert Strike, Duck Hunt, skipping, Vole embalming.
FAVOURITE MUSIC: Roy Ayers, Mark Murphy, Stanly Dan, Stevie Wonder, Jon Lucien, The Brian Auger Trinity, Marlena Shaw, Philip Glass, Earth Wind and Fire, Elvis, Scott Walker, Johnny Cash, Glen Campbell, Horace Silver, Art Blakey, Roland Kirk, Thelonious Sphere Monk, Moss Allison, Psychedelic, Eddie Jefferson, doggy soundtracks from even dodgier films.
LIKES: Jacqui, going back up North for some proper countryside, my cat, Wilson, my newly-extended family, Bruce Forsyth, Morecambe and Wise, Les Dawson, Turkey - the country not the bird, the Lake District, serenading the NMS staff with my velvet-voiced renditions of popular classics, my bike.
DISLIKES: Racism, Dan Boat the crap "rave" tune, unnecessary violence, Kylie trying to be Madonna, Madonna, Duncan Blue, because they're crap.
WORST ARTICLE OF CLOTHING: My horrible, baggy hopping kecks.
FAVOURITE PLANT: Lichen.
FAVOURITE FOOD: Pizza, Cussins, Mr Kipps, Ciabatta, Maple malt whiskey, fried sweet potato and plantain. Everyman crumb bar with chunks.
MOST HATED TV CELEB: On-time TV-types and 'cred' Kids show presenters.
WHAT I'D BE DOING IF I WASN'T ON NMS: Hanging around on street corners
STATE OF WORK DESK: A permanent.
FAVOURITE DART PLAYERS: Jim Bowen and Bully.
FAVOURITE SWIMMING STROKE: A curious mix of the breast stroke and the Watusi.
FAVOURITE FILMS: Barbarella, Night Of The Hunter, The Wicker Man, Goodfellas, Taxi Driver, The Long Good Friday, Midnight Cowboy, Vanishing Point, Easy Rider, Billy Liar, The Knack And How To Get It, Alien, Terminator II, Citizen Kane, Out Of The Past, Once Upon A Time In The West, Bounty, anything with Crispin Glover in
FAVOURITE BOOKS: Anything by James Ellroy. The Goodies Book Of Records.
WHAT I WANT OUT OF 1993: The uninhibited spread of love, peace and harmony throughout the universe and a large cash sum.

NAME: RADION AUTOMATIC
DATE OF BIRTH: 24/7/4
EYES: Grey/Green
SEX: Male
HEIGHT: 6' 1"
WEIGHT: About 9 stone
CHEST SIZE: 6' - pecs.
SHOE SIZE: 9
WHERE DO YOU LIVE: Muswell Hill
WHAT SCHOOL DID YOU GO TO: Brian Lara High School
WORST TEACHER: It's got to be General Zod, our megalomaniacal headmaster.
MOST ANNOYING HABIT: Being a bit moody at times.
STUPIDEST THING I'VE SAID THIS YEAR: Yes, I'd love to do it
PEOPLE I'D RATHER NOT KNOW: Claudia Schiffer, she just won't leave me alone.
FAVOURITE GAMES: Streetfighter '92; Streets of Rage 2, Micro Machines, Contra Spirits, Mario Kart, Kirby's Dream Land, Shark Bating, Alligator Wrestling.
WORST GAMES: Road Fighter, Crackout, Dark Castle, Pin The Tail on the Donkey.
FAVOURITE MUSIC: Alice Donut, Rage Against the Machine, Corrosion of Conformity, Buzzcocks, Sex Pistols, Smokey Robinson, Alice in Chains, Wartime, Boneyard, Nine Inch Nails, Faith No More, William Shatner, a bit of the old Brahms or Tchaikovsky mayhaps, Jane's Addictiqs, Sick Of It All.
LIKES: Security, interesting people, family and friends, concerts, that girl from GamesMaster Live with the pierced nose who said hello (sigh), tube loonies
DISLIKES: Government for one thing. Electroshock therapy.
WORST ARTICLE OF CLOTHING: My patent Swamp Socks - an absolute pair of big floppy socks that unfortunately turn into stinky feet bag after an hour of wear.
FAVOURITE PLANT: Tom Green out of Bagpuss.
FAVOURITE FOOD: Splendid cake and Tao yoghurt drink.
MOST HATED TV CELEB: Paul Daniels, Richard and Judy the Twee Twins, that bloke who presents the D-Mob. Pat Sharp.
WHAT I'D BE DOING IF I WASN'T ON NMS: Finishing college or just travelling.
FAVOURITE DART PLAYERS: Jacky Wilson, that woman who plays Grotbags and won loads of money for charity on Bullseye
FAVOURITE SWIMMING STROKE: Pretending to have drowned in the river.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: McDonalds for asking for a McUpChuck.
FAVOURITE FILMS: Planes, Trains and Automobiles, Bill and Ted's Excellent Adventure, Hellraiser, Hellbound, Necromantik, Suburbia, Lost Boys, Dawn of the Dead, One Flew Over the Cuckoo's Nest, The Shining, the Star Wars Trilogy.
FAVOURITE BOOKS: Catcher in the Rye, On the Road, One Flew Over the Cuckoo's Nest, England's Dreaming, Catch 22, Rumer, Anything at all by Terry Pratchett, the first three Necrosoape books, Ghoul, Raise High the Roof Beams Carpenter, Lolita, Manon Des Sources, John's Diary.
WHAT I WANT OUT OF 1993: Marriage, children, a big house and a pony

NAME: Dave Kelsall L.S.T.D.
DATE OF BIRTH: 07/09/68
EYES: A sort of Dolphin Blue.
SEX: Male
HEIGHT: 6' 4"
WEIGHT: 13.5 Stone.
CHEST SIZE: Big
SHOE SIZE: Canoes.
WHERE DO YOU LIVE: Islington.
WHAT SCHOOL DID YOU GO TO: Ellesmere College.
WORST TEACHER: Mr Sampson.
MOST ANNOYING HABIT: Telling porkies to Tom Cox for cheap gags
STUPIDEST THING I'VE SAID THIS YEAR: Do we get paid for overtime?
PEOPLE I'D RATHER NOT KNOW: The people who stopped Sinead O'Connor from singing at the tribute to Bob Dylan!
FAVOURITE GAMES: Zelda III, Star Wars, Rescue on Fractalus, 3D Death Chase, Elite, ET, Manic Miner, Doctors and Nurses.
WORST GAMES: ESWAT, Dark Castle, Legion on the BBC Micro - there was a bug which wouldn't let the player past the first screen.
FAVOURITE MUSIC: Sinead O'Connor, The Meteors, Frenzy, Guano Bats, Long Tall Texans, Orbital, St Etienne, The Charlatans, The Le's, The Fatboys (my band).
LIKES: My Peugeot 205, Designing and flying hot-air balloons, playing the drums, paragliding, my cat Tigger, B&W Hairnet, clubs, RSPCA, Diesel clothes, designing.
DISLIKES: State of the NHS, cruelty to animals, prejudice.
WORST ARTICLE OF CLOTHING: Green hooded 'Rave' top thing.
FAVOURITE PLANT: Edelweiss
FAVOURITE FOOD: Curries, Pasta, Turkish Delight
MOST HATED TV CELEB: Tommy Walker
WHAT I'D BE DOING IF I WASN'T ON NMS: Mean Machines Sega.
STATE OF WORK DESK: Clean if Frazer stopped pushing all of his muck onto it
FAVOURITE DART PLAYERS: That fat one.
FAVOURITE SWIMMING STROKE: Butterfly
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: Madonna's bed.
FAVOURITE FILMS: The Star Wars Trilogy, The Wizard of Oz, Alien, Fried Green Tomatoes at the Whistle Stop Cafe
FAVOURITE BOOKS: The Joy Of Sex, Graphics Design, Whizzer and Chips Annual
WHAT I WANT OUT OF 1993: Loads of free games, new drum kit, Cheungma MA-1, Luxury flat, Satellite T.V., Global Peace, etc.

NAME: Fraser Gray
DATE OF BIRTH: I can't remember - I was very young at the time.
EYES: Two.
SEX: Male.
HEIGHT: 5' 8"
WEIGHT: 10 Stones.
CHEST SIZE: 38"
SHOE SIZE: 8
WHERE DO YOU LIVE: In my imagination
WHAT SCHOOL DID YOU GO TO: The one of hard knocks
WORST TEACHER: The one who made me write on loom rubber because I pushed down too hard on my pen...
MOST ANNOYING HABIT: My jokes.
STUPIDEST THING I'VE SAID THIS YEAR: I'm a free-range egg...
PEOPLE I'D RATHER NOT KNOW: Haven't met any yet.
FAVOURITE GAMES: Super Probotector on the Super NES and Big Hazard War on the Megadrive.
WORST GAMES: Own Shoe at
FAVOURITE MUSIC: Human League, Enya, Ryuichi Sakamoto, T Rex, Gary Numan.
LIKES: Japan, the sound of three hands clapping(!). Tom and Dave.(Quite)
DISLIKES: The manner when present meets past.
WORST ARTICLE OF CLOTHING: Birthday suit.
FAVOURITE PLANT: Robert.
FAVOURITE FOOD: Pasta.
MOST HATED TV CELEB: The Word's Mark Lamar for pouring water over Dawn Miragoe.
WHAT I'D BE DOING IF I WASN'T ON NMS: Working on Mean Machines.
STATE OF WORK DESK: Untidy.
FAVOURITE DART PLAYERS: Sorry, don't get the point of this question.
FAVOURITE SWIMMING STROKE: Doggy paddle.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: The BBC
FAVOURITE FILMS: Blade Runner, Breakfast At Tiffany's, Black Rain.
FAVOURITE BOOK: Ender's Game by Orson Scott-Card.
WHAT I WANT OUT OF 1993: To be a better designer.

NAME: Tom Cornelius Cox
DATE OF BIRTH: 27/12/68.
EYES: Two (yawn!).
SEX: Yes
HEIGHT: 5'10".
WEIGHT: Ten and a half Stone.
CHEST SIZE: Don't know.
SHOE SIZE: 9 & 1
WHERE DO YOU LIVE: Highgate, London.
WHAT SCHOOL DID YOU GO TO: William Ellis.
WORST TEACHER: Mr Spiers
MOST ANNOYING HABIT: Going FEAAEEERRRRRRRRRRRR
STUPIDEST THING I'VE SAID THIS YEAR: Ricky Woods previewgiha hbrigida ahhgrdi.
PEOPLE I'D RATHER NOT KNOW: Mr Crack dealer from the badlands
FAVOURITE GAMES: Super Mario Kart, Parodius, Biohazard
WORST GAMES: Crazy Planets.
FAVOURITE MUSIC: Slayer. Slow Boat to Barnet.
LIKES: Sag Paneer, Harry Enfield, Elly, The Big Breakfast.
DISLIKES: All politicians. The Royals.
WORST ARTICLE OF CLOTHING: King Kong Boxers.
FAVOURITE PLANT: Guitar Gangs.
FAVOURITE FOOD: I eat vegies, beans and chips or curry
MOST HATED TV CELEB: Harry Enfield.
WHAT I'D BE DOING IF I WASN'T ON NMS: Working somewhere else.
STATE OF WORK DESK: Tidy.
FAVOURITE DART PLAYERS: Jacky Wilson
FAVOURITE SWIMMING STROKE: Front Crawl (this is really interesting, isn't it?).
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: I never get thrown out.
FAVOURITE FILM: Blade Runner.
FAVOURITE BOOK: London Fields.
WHAT I WANT OUT OF 1993: World peace.

If you were at the fabulous Gamesmaster Live show, you'd know that THE article of clothing to be seen in was an NMS t-shirt. Available in glitzy grey or beautiful black, these wonderful pieces of fashion design sport a grinning Mario above which is the NMS logo - stunning stuff.

With designers such as Vivienne Westwood and Geoff Banks gagging to know our secrets of fine taste, we are proud - nay, honoured - to offer you, our beloved readers, the chance to own one of these fine shirts.

Yes, indeed, you too can dress with all the style and finesse associated with the NMS team simply by donning one of these stunning t-shirts. They come in two sizes, young whippersnapper Medium and Tim "Ba"Boone sized XL - just the thing for covering that new gut you've developed since Christmas!

HOW TO ORDER

Please complete the coupon and return to NMS T-shirt Offer, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire, LE16 9EF.

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Offer closes on June 20th 1993.

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Send to : NMS T-shirt Offer, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leics. LE16 9EF

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Please use block capitals

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Mr/Mrs/Miss .....

Address .....

..... Postcode .....

Signature .....

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☐	Grey NMS T-shirt	XL	£6.99	.....
☐	Black NMS T-shirt	M	£6.99	.....
☐	Black NMS T-shirt	XL	£6.99	.....
			TOTAL	.....

Please add 50p per item, postage & packing (Euro/overseas readers see 'How To Order')

Please allow 28 days for delivery

NNN

NEW GAME • MOVIE & TV • COMIC • REPORT • HARDWARE • ANIMATION • EVENT

NMS GO MAD IN

UNBELIEVABLE! You've probably heard already about the runway success of GamesMaster Live, Britain's biggest ever computer games show held at the Birmingham NEC for three whole days in December! The NMS boys were out in force to meet you lot, and what a rip-roaring time we had! Being the super-fit sort of bloke that he is, STEVE MERRET got his voice back first and volunteered to write this semi-diary of events. We were all much too tired to argue, so take it away that man!

DATELINE: Friday December 4. Having dragged themselves out of their respective beds at some unearthly hour, the NMS team struggled on to the 7:10 express to Birmingham. Missing from the bleary-eyed party were Andy McVittie and NMS Street Fighter II champ Gary Harrod, busy putting the fourth issue of NMS to bed. At 8:36 the team pulled into Birmingham station, little expecting what followed...

Spanning halls 6,7 and 8 of the massive NEC, all the major players in the console market were there. Nintendo, of course, sporting a rather spiffy Streetfighter Wall with so many machines we soon lost count! Ocean had a massive video wall showing all their latest titles, and even had an atrocious so-called Kim Basinger lookalike to promote Cool World. In addition, the Mancunian giants were also giving away EVERY computer imaginable and a complete set of Ocean titles for each to one lucky winner every day! Amidst other exhibitors, such as Virgin - whose Quasar proved immensely popular - and EA, who were displaying their Super NES versions of Desert Strike and NHLPA Hockey whilst also inviting people to win customised leather jackets in their Road Rash challenge. Other attractions included Imagineer who were promoting Super Kick Off by inviting people to try their luck against a third division goalie! US Gold had a huge fairground ride and a sumo ring - complete with lardball suits - while Gremlin kept the NMS crew happy with Chupachup lollies as people queued to use their Mansell simulator.

NMS and its sister magazines MEAN MACHINES SEGA and MEGATECH were located bang in the centre of the arena, with Gremlin, EA and Ocean either side of us, and Nintendo and the Gamesmaster stage a short walk away. The proximity of the Nintendo stage proved useful waking tired NMS members up too. Every morning the Bandai lads and lasses had a well impressive work-out, joined by Tim, Steve and brave marketeers Marc Swallow and Sarah Ewing also manning our stand! What's more, we also got to watch the god-awful singers mangling various songs during the early morning Karaoke sessions!

Although we knew the show was going to be good, nothing could have prepared us for the crowds that flocked through the

GAMESMASTER LIVE REPORT

doors With Tim, Steve, Rad, Jaz, Gus and Paul manning the three stands, they were rapidly swamped with NMS readers and all their time was spent answering questions and signing mags - Madonna's got nothing on us! Our stand also boosted three Street Fighter II co n-ops and the boys were often seen dishing out severe whippings to everyone they played We also hosted the Street Fighter Championships, which went down a storm

IRMINGHAM!

EVENT: GAMESMASTER LIVE!

BY: EMAP/NEWLAND

Despite the size of the crowds, bunching up and slow progress was avoided thanks to the additions of the NEC s wide aisles and it was still possi ble to scoot from stand to stand - even at the busiest time of the day In addition to busying ourselves on the stand, we were also drafted into other areas Tim, for instance, linked up with Dominik Diamond to win an argument about the so-called bad effects of computer games on Central TV's Friday Night Live and Jaz was presenting cha - lenges on the GamesMaster stand

FLIPPIN' CRAZY OR WOT?

On the final day, it has to be said that we went a little mad With the NMS stand surrounded by vast crowds, Tim flipped his lid and started flogging copies of NMS issue 3 and the Street Fighter II video for a quid! Needless to say, we were even busier than before with Steve, Sarah and co running around like madmen trying to answer questions, sign mags, and hand out the said bargains. And just as it would start to quiet down a little, Tim would flip again and start handing out more freebies! By the end of Sunday, we had walked around the stand so many times that we were all three inches shorter, and we d all lost our voices the next day!

CHALLENGING

Three times a day, Dominic Diamond graced the Gamesmaster stand and invited members of the crowd to try their luck at assorted game Street Fighter II and Push Over were just two of the games played, with Dominic providing commentary ably abetted by Tim and Jaz Other challenges were taking place on the EA stand, the Nintendo stand, and over at US Gold - who had a punch ball so that stressed out punters could try their luck!

THE BEST SHOW EVER!

Although they must rank as the three most tiring days of our lives, there's no doubting that Gamesmaster Live was THE computer games show of the year. We'd also like to take this opportunity to say hello to everybody who took the time to come and see us and have a chat, and to all the people who worked on the stand It was an excellent event with a brilliant atmosphere, and and with another bigger and better show planned for next year, we're going to do the whole th ng again! Watch this space for more news soon!

MEGAMAN V

Returning for a fifth adventure against the forces of evil this summer is Megaman. In this forthcoming NES platformer, the robo-suited hero is up against the evil Protoman who is threatening the world from his four-storey castle - each of which is guarded by a series of massive robots. As in past games, Megaman picks up an assortment of power-ups to assist his fight for good, and these include a nifty attack robot called Beat who effectively doubles our hero's powers! Once again in the hands of Capcom, Megaman V should hit an NES near you some time in June.

OVERLORD

Ex-owners of the Commodore Amiga may have encountered a rather good space strategy affair called Supremacy. Well, lucky NES owners will soon be able to experience its delights - albeit under the new monicker of Overlord. Basically, Overlord is the nearest the NES is ever likely to come in recreating Frank Herbert's Dune series. The game sets the player the task of masterminding the colonisation of four previously inhospitable planets - using a graphically-stunning sequence similar to Star Trek's Genesis device to depict it. Of course, organising such a mammoth task involves building up armies and putting together fleets of ships containing farming, building and factory implements. The Amiga game was instantly regarded as a classic of its type, and the NES version should be available within the next two months.

CES SHOW

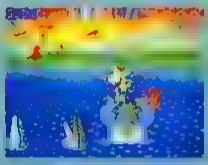
As the hard-working NMS lads work late into the night getting this issue to you, Tim the Ed is currently taking it easy at the CES show in Las Vegas. We'll be bringing you a full show report next month, with news of every new Nintendo game set to hit the machines in 1993 - and beyond...

IT AIN'T EASY BEING CHEESEY

Chester Cheetah, the star of those Cheeto crisp ads, is soon to make the transition to the Super NES. Developers Kaneko have dropped Chester in a large arcade/adventure which sees the cool cat trying to escape from a well-protected zoo. To escape from a lifetime of being gawked at by all manner of wanders [illegible] finding his motorbike and re-enacting Steve McQueen's performance in The Great Escape. Unfortunately, though, the zoo owners preempted his plan and have scattered key parts of the bike around the zoo. Thus, avoiding the pursuing Reepers and dangerous animals, Chester's search brings him into contact with boxing Kangaroos and rollerblading tortoises. Small caches of Cheetos are used to replenish lost energy, and other objects are available to temporarily endow Chester with special powers such as X-ray vision and super speed. You'll be able to find out whether Chester Cheetah Too Cool To Fool is as tasty as the Chester's crisps when the game is released in June.

- NEW GAME
- BY: KANEKO
- SUPER NES

▼ The full game has just arrived in the NMS offices, and, to be honest, first impressions aren't that good. A full review will appear next month.



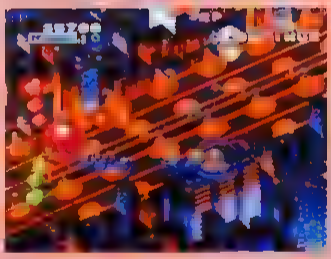
With Microprose's F-15 Strike Eagle cleared to take off on the NES and Game Boy, a Super NES version is also under development. Super Strike Eagle is currently entering play-testing in the US, and is obviously much faster and more detailed than its predecessors. Featuring the same missions as before, Super Strike Eagle makes the most of the Super NES's mode 7 feature to update its planes smoothly in the all-important dogfight scenes. More details are scarce at the moment, but a preview is on its way.

STRIKE TWO

- NEW GAME BY: MICROPROSE
- SUPER NES

BEE IN YOUR BONNET

Formerly known as Bells 'n' Whistles, Twin Bee is another vertically-scrolling blaster set for Super NES stardom. The game first appeared in the arcades and was converted brilliantly to the PC Engine a year or so ago. Basically, the player controls a small space craft which encounters numerous nasties on its way upscreen and the action becomes more fast and furious as the game progresses. [illegible] but Twin Bee is particularly well executed. The coin-op was one of the most under-rated arcaders ever, featuring some of the smoothest shoot 'em up action ever seen, and we're looking forward to the SNES version with bated breath! More news just as soon as we can!



▲ Joining the ranks of Axelay and Super Aleste comes Twin Bee from blast experts, Konami.

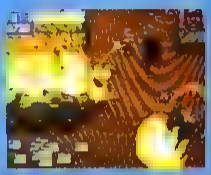
▲ Power-ups galore as the action starts hotting up.

- NEW GAME
- BY: KONAMI
- SUPER NES

CARNAGE GET IT

- NEW GAME
- BY: ACCLAIM
- SUPER NES

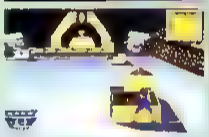
Fans of Smash TV should start gear ng themselves up for another megablasting challenge - because the sequel's on its way! Total Carnage abandons Smash TV's gameshow scenario, it instead pits one or two players against the might of an alien invasion The same 'rotate and fire' control system is used, and even more weapons have been thrown in for good measure. In its arcade form, Total Carnage was one of the most popular coin-ops of last year, and from what we have heard the Super NES game should be equally as hot There's no release date as of yet, but we expect that Acclaim will be making an announcement very soon



SPARRING PARTNERS

- NEW GAME
- BY: GAMETEK

Although bashing each other with over-large cotton buds has captured to the imagination of countless viewers, the UK version of Gladiators still can't hold a candle to the US original. In an attempt to bring some of the overseas lunacy to our shores, Gametek are about to reveal an NES multi-event game based on the American series. Featuring all the events of the TV version - including the powerball, the wall, and the pugil-sticks - one or two players are invited to smash the hell out of each other for cash. American Gladiators was programmed by UK development team, Imagitech, and it seems likely that an as-yet unnamed UK software house has their eye on releasing it over here using the ITV Gladiator logo. More news as it happens.



FANTASTIC VOYAGE

Ah, Columbus's epic journey. As he sailed the seven seas in search of the country which was destined to become America, little did we know of the battles he faced Ah yes, in 1492, Columbus's heavily-armed ship had to do battle with wave after wave of enemy ships and large end-of-sea bosses Yes indeed, Misawa's Christopher Columbus has certainly taken a few liberties with the epic tale, and has in turn metamorphosed the tale into a horizontally-scrolling blast Mammoths and power-ups also play a part in this weird blaster, although - perhaps thankfully - there's no news of a UK release date yet

- NEW GAME
- BY: MISAWA
- SUPER NES

FIGHT, FIGHT, YOU FOOL

In an attempt to add a little variety to the boxing theme, ACS's Power Punch II pits the player against a series of inter-galactic pugilists in a fight to the death. Soon to be available for the NES, a number of special punches are available, but the alien players feature even weirder ones, including the ability to detach their heads or move at light-speed! A panel of impartial judges keep an eye out for dirty moves, but it's possible to distract them to use the odd foul move

- NEW GAME
- BY: ACS
- NES

BART'S BACK

Springfield's finest resident, Bart Simpson, is once again returning to the NES - this time to fight against Radioactive Man. Donning his Bartman cloak and hat, this scrolling mixture of shoot 'em up and adventure themes sees Bart somehow getting embroiled in a fight with Radioactive Man having fallen into a comic strip(!). Four chapters of action await the yellow-skinned one, and these in turn have been split into thirteen sub-levels. In addition, Radioactive Man has three evil cronies - Swamp Hag, Julius Crab, and Lava Man - and these, too, should be defeated if Bart is ever to escape. Initially armed with his fists and feet, collecting power-ups allows Bartman to fire lasers from his eyes and throw ice crystals. Once again, Acclaim are responsible for this bout of Simpson-based lunacy, and expect a review very soon.

MAKE YOUR OWN CARTOON

Bored of platform games and blasters? Well, all you NES owners will soon have salvation from those imaginative peeps at Konami. With their Tiny Toon platformers gracing virtually every Nintendo console known to man, Konami are now inviting players to have a go at piecing together their own mini cartoons in their latest title, Tiny Toon Cartoon Workshop.. Backdrops, sprites and animation are all at the user's disposal, and assorted preset effects are also on offer. Finally, any finished work may then be saved on to a video tape for further viewing. More news soon.

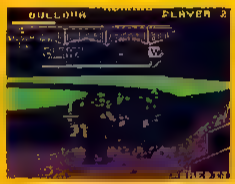
NMS STARS

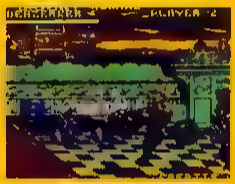
Having seen Gary Harrod walk away with their Street Fighter II golden joystick, stay tuned to Channel 4's Gamesmaster, because NMS staffers will be there offering their definitive views on all the latest games - fame at last!

TECHNOS SLUGFEST

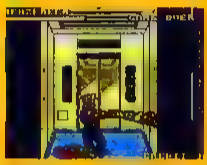
Starring three street-wise fighters, The Combatribes is another Super NES addition to the Final Fight-style sluggers. For the uninitiated, Combatribes is a conversion of a little-known Technos beat 'em up and offers more scrollin' 'n' fumpin' action as the player gets to grips with the evil Splatterhead gang. Controlling one of three characters, the player has a number of punches, kicks and throws at their disposal - including the ability to swing stunned opponents around to KO other fighters! And is this isn't enough for you, there's also a Street Fighter II-style option, where the players are pitted against each other in a one-on-one fight. There's no release date as of yet, but expect The Combatribes to appear on a Super NES near you late this year.

▲ As with Chester Cheetah, Combatribes has just come into the office - a full review next month.





- NEW GAME
- BY: TECHNOS
- SUPER NES
- BEAT EM UP

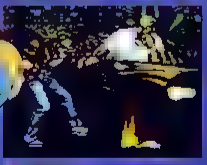


▲ There hasn't been a decent Final Fight clone for ages, but is Combatribes better than the terminally dull Sonic Blastman and Super Double Dragon? Let's hope so.

FATAL FURY ON FILM

Following in the footsteps of Street Fighter II, word reaches us of a Manga cartoon series based on the characters of the Fatal Fury games. A weekly series, all the old favourites, such as Joe, Terry and Andy Bogard, and their old enemy Geese Howard make an appearance with the brothers and Joe out to defeat Geese and his henchmen in a series of scenarios. Violence a-plenty is promised and it is expected that the series will be released on sell-thru video later in the year. Incidentally, Joe, Terry and Andy have also made a welcome return in the nation's arcades as Fatal Fury II is finally released. Featuring even better graphics, more sampled sound, and a wider range of moves and opponents the NMS consensus is that the game is a vast improvement over the original. In addition, a Super NES conversion is also under discussion, although concrete details have yet to be announced - although we expect Takara - the converters of the original Fatal Fury - to be the lads responsible. Hopefully, then, they'll get it right this time, as Supoer NES Fatal Fury is most definitely best avoided.

- ANIMATION
- BY: TOEI



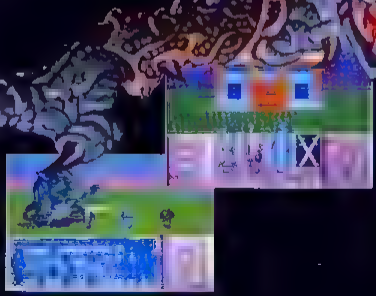
Street violence reaches new levels as Fatal Fury moves from the Super NES to a Manga stockist near you.

THIS DUDE'S GOT A BAD ATTITUDE

AND BAD BREATH!

A mighty Drakkhen has been struck down and the kingdom plunged into infernal darkness. You and your companions have been chosen for a perilous quest - to seek-out the remaining dragons, combine your powers and save the world from it's dark and deadly curse.
So select your weapons, summon your courage and begin your journey through this mighty 3D realm...
Spectacular special effects will leave you gasping as you cross a colossal and wildly changing landscape in breathtaking real-time travel. Armed with only your wits, a lethal array of weaponry and a sprinkling of magic spells, you'll battle with more than 50 ferocious monsters along your hellish path.
Remember: you have the power to create your own characters as you go...because in this dark world you'll need all the help you can get. Drakkhen. You can almost smell the fear.

GAMEZONE-excellently packaged and mind-numbingly addictive. 88%
SUPER PRO-Gameplay 88%, Longevity 91%. Instantly exciting and absolutely loads to do.



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SUPER NINTENDO™
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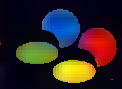
PAL VERSION



Infogrames Ltd.
18A, Old Town,
Clapham, London SW4 [illegible]
Tel: 071 738 8199

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GAMES WELL WORTH SHELLING OUT FOR

IT'S TROMA TIME!

One of the latest cartoon fads, Troma's Toxic Crusaders, are soon to appear in a scrolling beat 'em up for the Super NES and NES systems. Released through Nintendo themselves, Toxic Crusaders features that well-known rad oactive hero, Toxie, battling against Dr Killemoff and his many cronies. Toxie is armed with his trusty mop to dish out justice, and he also has a number of devastating moves at his disposa. It seems likely that Bandai will be distributing Toxic Crusaders in the UK, and a review should follow in the next two months.

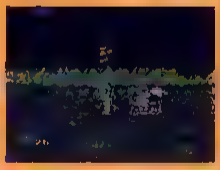
- NEW GAME
- BY: BANDAI

IT'S CLEAN UP TIME!

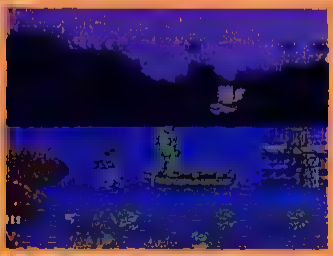
BOG OFF!

Currently enjoying a revival through his Saturday morning cartoon, Swamp Thing's fortunes now see him about to slime on to the NES. The evil Doctor Arcane is on the trail of a special potion which, if mixed properly, will revert Swampy to his normal human form. Arcane has also created a series of mutants to aid him in his search. As Swamp Thing, the player guides our botanical hero across a series of platform-laden screens, whilst also getting to grips with Arcane's mutants. There are four levels in all, and Swampy's task is made slightly easier by the power-ups which have been conveniently left around the play area - including stones which Swampy throws at any oncoming foes. THQ are the team behind Swamp Thing, and it'll be available some time in March.

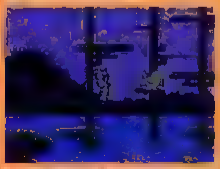
- NEW GAME
- BY: THQ
- NES



Based on the kids cartoon of the same name, here's Swamp Thing.



Drawing Arcane's adversaries into battle between Swampy and his mutant minions.



Each of the four levels introduces new obstacles to overcome.

ULTRASEQUEL

Although his first Super NES adventure was a trifle disappointing, Ultraman fans should start preparing for his next game - the logically-titled Ultraman VIII. Once again using the one-on-one beat 'em up theme, Ultraman VII pits the bullet-headed hero against a series of outlandish aliens. Apparently, several new moves have been added to give a little more variety to the otherwise limited action but, apart from that, news is scarce. A full review should follow soon.

▲ After the first game, perhaps it's better that Bandai have skipped straight to number seven in the series.

- NEW GAME
- BY: BANDAI
- SUPER NES

STREET FIGHTER II

NES VERSION IN THE WORKS

IT'S OFFICIAL! Just as we were putting this issue of NMS to bed, word reached us of a forthcoming NES version of Street Fighter II! A top level contact reports that Nintendo have licenced the conversion out to an as-yet unnamed developer and the game should be released later this year. Quite what limitations will be imposed by the relatively humble NES chips is unknown, but a dodgy pirate version has been doing the rounds in Japan with only four characters, although it seems unlikely that Nintendo would want the same of its official version. As soon as there is anything else to report, you can be sure we will print it. Stay tuned.

- NEW GAME
- BY: CAPCOM
- NES

THE HAT IS BACK!

Before searching for the Lost Ark and invading the Temple Of Doom, Indiana Jones explored the world in an attempt to rescue a rare artifact from the elusive 'Claw' - well, according to Jaleco, anyway. In their new NES arcade/adventure, The Young Indiana Jones Chronicles, Indy explores five zones in search of Claw and the missing valuable. Starting in Mexico, Indy battles against all manner of baddies before moving on to France and eventually to a dogfight above the German cities - and then on to the Claw's secret lair. All manner of extra weapons are at hand, and these include knives and grenades. There's no release date as of yet, but stay tuned.

GROAN ALONE

Oh good (heavy sarcasm), lucky NES owners are soon to share the not at all contrived adventures of Macauley Culkin in Home Alone II as THQ prepare to unleash a tie-in sometime in the next few months. For those of you who haven't seen the film, basically the events of the first Home Alone are magically transported to New York, as Kevin McCallister's parents once again lose him - I bet Esther Rantzen doesn't know about this. However, armed with five useful weapons, Kevin's NES alter ego is given a series of scrolling locations within which to defeat the pursuing Wet Bandits who he got locked up in he first film. We can't wait...

GOT THE TIME ON YOU, CLOCK!

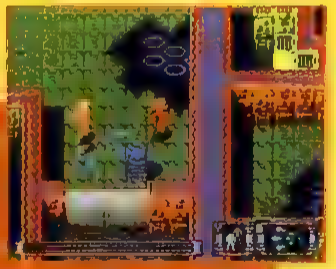
What's the spookiest piece of Mario merchandise we've seen this Christmas? The large Mario alarm clock, that's what. So ugly is this device, that our very own Dave Kelsall has had endless nightmares since he saw one - or perhaps he just looked in the mirror...

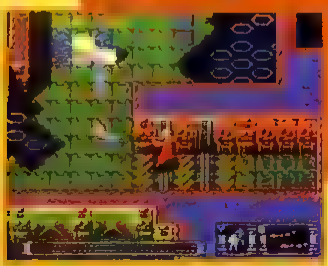
JALECO GET BUSY

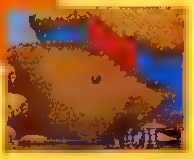
- NEW GAMES
- BY: JALECO
- SUPER NES

Super NES owners are soon to be inundated by a series of newies from Jaleco. Leading the pack is Dead Dance, a massive 16MEG beat 'em up featuring some of the largest sprites to hit the machine. Controlling a streetwise punk, the player is faced against a series of oddball fighters in the usual fight to the death - hopefully theirs! However, to ensure that the advantage is entirely in their favour, your opponents carry all sorts of weaponry, including spears and knives, so the battle isn't going to be easy. Along the same lines comes Rival Turf 2 which again enters beat 'em up territory, with the player and a friend out to rescue their true love (they obviously share her) from the hands of a massive crimelord. Details are a little scarce at the moment, but expect a full preview very soon.

Fans of Ice Hockey are similarly well catered for as USA Ice Hockey limbers up for a Super NES debut. Using the same viewpoint as EA's NHLPA, USA Ice Hockey features larger sprites and film-like intermission screens whenever a goal is scored of if a fight should ensue. One or two-player action is promised, and this looks like it could be a winner. Finally, Jaleco are also working on an as-yet unnamed Alien Syndrome clone. Armed with a powerful laser, the player is dumped in a series of alien-infested corridors, and has only a limited time in which to find the exit. A title should have been decided by the next issue, so more news then.







LETTERS PRAY

One for the younger player, Mickey's Safari In Letterland mixes educational aspects with the mouse-related platform fare we have come to expect. A series of important letter tablets have gone missing from the local museum, and Mickey has volunteered to the retrieve them. Guiding him across a massive scrolling play area, the player negotiates a series of platform-based screens whilst avoiding all manner of anti-Mickey creatures.

Whether the game manages to successfully combine education with arcade action remains to be seen, but Mickey should be hitting the NES in May.

- NEW GAME
- BY: NINTENDO
- NES

▲ Mickey gets all educational in the spanking new title for all you "younger" players out there.

RANMA ROUND!

One of the weirdest beat 'em ups we have seen, Ranma, has been crammed into a 12MEG cart for an impending release. Selecting one of a number of fighters - including a vicious Panda(!) - Ranma is basically the weirdest one-on-one fighting game you are likely to see. Each of the game's twelve characters features a variety of attacking and defensive moves with the Panda relying on his enormous bulk, for instance, whilst others specialise in headbutts and low kicks - one guy is even armed with a bow and arrow which fires lightning bolts! There'll be a full review of this oddity next month with more details for your delectation.

- NEW GAME
- BY: NINTENDO
- SUPER NES

MORE TENNIS MARLARKEY

Game Boy-owning John McEnroe wannabes have salvation at hand later this year as UBI Soft release Pro Tennis Tour for the little handheld. Using massive sprites to depict the players, Pro Tennis Tour invites the player to compete around the world for cash prizes whilst playing some of the toughest players around. Considering the two button limitation of the Game Boy, UBI Soft claim to have managed to cram in all the expected lobs, spins, and smashes Tennis fans have come to expect. In addition, the game also makes use of the Game Link cable to allow to players to compete against each other - although it's not sure whether they can play together in a doubles match. A definite release date hasn't been decided for the game, but UBI Soft are hoping to have it in the shops towards the end of April.

- NEW GAME
- BY: UBI SOFT
- GAMEBOY

WHAT THE DEVIL?

Super NES-owning Golf fans have never had it so good, with PGA Tour and Irem Skins already gracing their machine. On their way from Japan, though, are no less than three versions of T&E Soft's Devil's Course series. Boasting what T&E claim are the most detailed 3D graphics yet, Devil's Course offers a full set of clubs and assorted weather and ground conditions. The four carts offer a series of international courses, ranging from beach-side ranges to particularly tricky tree-lined courses. A release date has yet to be set, but June seems likely.

SELF SERVICE

French developers Loriciel are set to take the likes of Super Tennis and Amazing Tennis head-on as they unleash International Tennis Tour. Based on their popular Amiga Tennis games, International Tennis Tour is a one or two-player game using a split-screen mode for the latter. All the usual varieties of court surface and and shot styles are available, and the game hits a Super NES near you some time in May.

SON OF A BEACH

Don those loud shorts and rub sunblock on your forehead, because a Super NES conversion of California Games II is on its way. Featuring five events - including body boarding, snow boarding, hang-gliding and skateboarding - Cally Games II has been programmed to make use of Mode 7 during its 3D sections. In its PC and Amiga forms, California Games II came in for a bit of a kicking - mainly due to its slow running speed. However, if the speed problem is solved it seems that Cally II could be a winner. More news soon.

ADVANCE SCREENING

PREVIEW SYSTEM

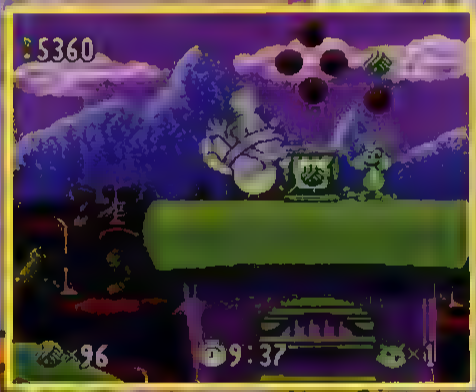
BUBSY

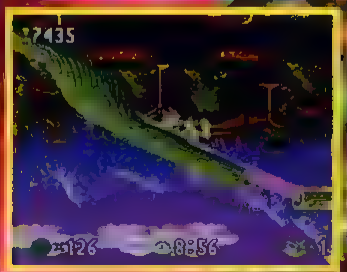
Could it be true? Could anyone be faster than that spiky blue hedgehog in trainers and his two-tailed sidekick? Accolade reckon they've done it with Bubsy the Bobcat, and from the looks of things they [illegible] right! Already Bubsy looks set to [illegible] surprise Super Nintendo hit of the year. NMS grabs the cart for an in-depth preview as only NMS knows how! So without further ado, let's get down to business!

For out lads, well, farther reaches of space live an alien [illegible] called the Woolies on the weird [illegible] of Rayon. Nat[illegible] these Woolies [illegible] a bit of the old knitable, so the twin queens, Pe[illegible] and Esther, ord[illegible] their henchman Professor Nylon to scour the cosmos and plunder as much of the stuff as he can.

It didn't take prof Nylon long to discover the wool collection to end them all, owned by one Bubsy the Bobcat, superior dude and general all about town wise-guy. But the prof and his wide-boys reckon they're hard enough for their feline [illegible], so they set off for Earth determined to rip off all our boy's wool.

Now this is their first mistake. Not only is Bubsy a bit of a lad, he's also ready, wooling and able to fight for a just claws - without even pawsing for thought. The question is this: will nine lives be enough for the lad to take on everything his evil enemies throw at him? That's going to be up to you!



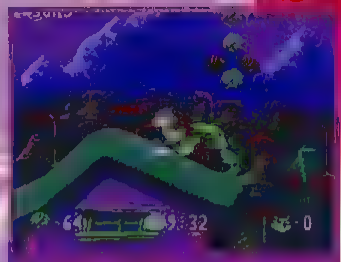


Cool and cute: Bubsy goes to a bit of trouble to get on a high ledge, but the cat's physics based engine is in motion.

SUPER SPEED SURPRISES

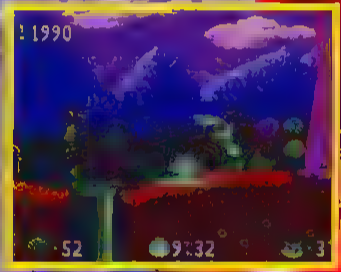
The first thing you should know about Bubsy is that he's FAST. This cat knows a thing or two about top speed. Start him running and he is soon belting along at a fair old lick, but point him down a hill and he shifts so fast he's just a blur! Not only that, he's capable of some pretty nifty mid-air manoeuvres if you're quick on the joypad, and after a short time you'll become the speediest cat on the planet!

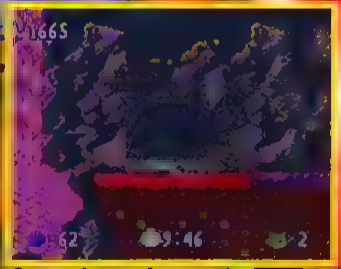
The last thing Bubsy likes to do is stand around waiting for something to happen, and he makes his feelings known if you dawdle, waste time or do anything else which is even remotely sad. This is actually quite a good thing, because all the enemies you're likely to encounter are a tad swift, too, so it pays to keep your speed up!



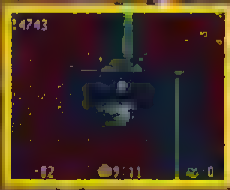
CATTY COLLECTIBLES

Bubsy earns special bonuses and skills by picking up the objects which litter his world. First up are the red, yellow and green yarn balls for bonus points, while finding one of the T-shirts scattered about the landscape grants our lad an extra life! Crates of yarn are also handy, but we'll leave you to discover their surprises for yourself!

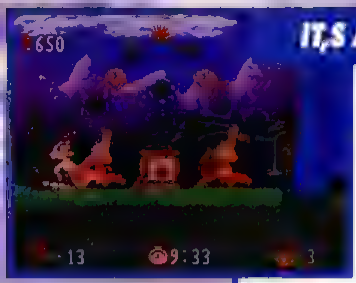




The team behind Bubsy reckon that their fur-ranging feline features more animation than any other Super NES game.



▲ Hanna accidentally collided with a cutesy-wutesy bunny, Bubsy collapses with laughter.

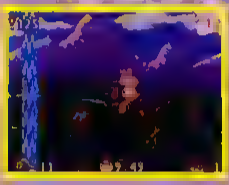


IT'S A CATASTROPE!

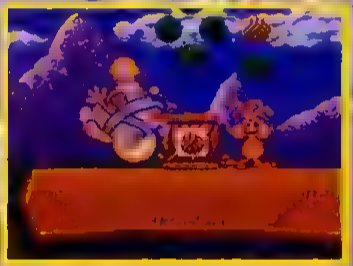
Bubsy has a wide variety of enemies to contend with, but they fall roughly into two groups

WOOLIES: These are either standard woolies, the rock-throwing type, the rolling log variety or the catapult-firing mega-hard men that are best avoided wherever possible

CRATES: Yes, these seemingly harmless items have a mind all of their own, containing such nasties as bananas which cause Bubsy to slide out of control, anvils that fall on his head and tacks - exploding pins which prove lethal!
Every enemy has its own characteristics, and you're going to need to be familiar with them all before you can get anywhere in a hurry!



▲ 'Water laugh,' thought Bubsy as he leapt towards the end of the level.



▲ Bubsy comes a cropper at the hands of one of his many foes

▲ Bubsy's on the blocks for the first themed world.

WORLDS OF WONDER

Bubsy's world is HUGE, made up of loads of different levels through which to battle. Each level, a world in itself, is split into three chapters Here's a quick look at the first two worlds.

WORLD 1: This is a grass, rock and water area with villages and perilous water slides scattered throughout. The three chapters of this world are the Cheese Wheels Of Doom, the Forbidden Plummet and a Bridge Too Far. All are fairly distinctive, but they do have one thing in common - they're great for tuning up those joypad skills for the harder worlds to come The bosses of this world are three giant flying saucers commanded by well 'ard Woolies

WORLD 2: A giant fairground where roller-coasters and the like dominate the scenery Bubsy is best off dodging the coasters, but he can ride in them for extra zip and jump on the bouncy air-balloon things to gain extra height If he's lucky, Bubsy can even hitch a ride on a rocket car through the skies above the fair, or find the warp doors to shoot him past all the trouble ahead!

PURRFECTLY ENORMOUS

Bubsy is such a massive game, a huge development team has been working away on the game for ages As you can see from these sketches, they've put a lot of thought into the characters within the game, giving each one a distinctive personality Most of these early ideas are still found lurking within the game, although they may have changed slightly to suit the worlds they live in!

The designers have put a lot of time and effort into animation, particularly of the main Bubsy sprite, making him one of the most nifty little critters around and capable of some quite staggering feats. As you can see from these sketches, hedoes everything a hedgehog can, and a whole lot more besides!

So could Bubsy be the boy to knock the spiky one into touch? Accolade certainly think so, and from what we've seen of the game already they're going to give him a serious run for his money when this game hits the Super NES in the Spring Rest assured that NMS will have the first Review of the game, so stick around for the low-down on Bubsy real soon

▲ Bubsy contemplates taking Kaoline and Morph one for the terrible concoction potion

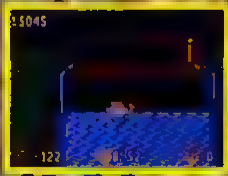
▲ Numerous [illegible] the goals. However, [illegible] bonbon [illegible] which threaten to sap his energy.

GAME FAX

BUBSY IN FRACTIVE CONSTRUCTION

- PRICE: £45.00
- BY: ACCOLADE
- PLAYERS :1
- MEGS: 8

▲ Our hero is helpless as the wave sweeps him towards certain death



▲ [illegible] form [illegible] that swimming [illegible] as Bubsy shows to the judge pit he has [illegible] to fill with water.

REVIEW

SUPER NES

2 PLAYER

4 MEG

SHT GAME

PRICE £44.95
FROM KONAMI

RELEASE
FEB

CONTROL
JOYPAD

GAME DIFFICULTY
EASY

CONTINUES
3

SKILL LEVELS
1

RESPONSIVENESS
VERY SLOW INDEED

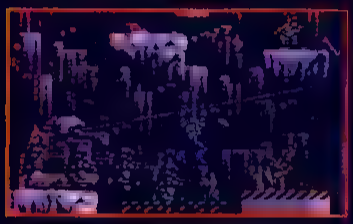
1ST HOUR SCORE
COMPLETE

ORIGIN
Conversion of the fairly popular from arcade machine of the same name which is influenced by such classics as Midnight Resistance.

One name is mentioned time and time again whenever soldiers of fortune are gathered - The Specky Commandos. These two rather vertically challenged and pudgy brothers wear foot-thick goggles Mr Magoo would be proud of. Surprisingly, they're amongst the most dangerous men in the world.

Being short, fat and near-blind was a bit of a disadvantage when it came to the bros trying to pick up their first few jobs, losing out as they did to Clint Eastwood, Boba Fett and the A Team. But once word of their skills got around the offers came flooding in.

Right now the Specky Commandos are being hired by their government, who are currently having a bit of a tiff with a mad scientist and his secret island nation. Instead of sending in the army and getting it all over with quickly, the military generals have decided to save a bit of dosh and send in two foot soldiers to do the job. Thus you now find yourself in control of one of the infamous pair, traversing the platform infested terrain hoping to put a stop to the mad scientist and his evil plans. So what else is new?



▲ Gunforce hopefuls attack the Krypton Factor type levels with gusto.

COMMENT

RAD

Graphically, Gunforce is excellent. The sprites are well drawn and shaded and some of the backgrounds are also pretty good, although the animation is a bit stiff. There's also loads to do, the screen is always packed with things to shoot and there's an enormous variety of things to shoot with - be it weapons or vehicles. Sadly though, Gunforce is very bad indeed. For starters, if Gunforce was any slower it would be running backwards. The sprites crawl lethargically around the screen as if it was siesta time on Gunforce Island, and the lack of pace soon becomes horribly frustrating. This isn't the only problem either. With only five levels it's not the longest game around, and it's so easy that anyone who can't complete it on their first go needs help badly. For example - the first end of level guardian doesn't even get chance to shoot at you until just after you destroy it (unless you stand there waiting around for it to do something). If Gunforce were faster and harder, and possibly longer, it'd be a great game full of blasting action and variety. Sadly, only sloths with no reactions who can only stay awake for about fifteen minutes whilst they complete it could glean any real enjoyment out of this.

GU

I LIKE DRIVING IN MY TANK

Although the mission concentrates more on stealth and sneaking into enemy strongholds, the brothers aren't averse to taking control of vehicles stolen from the enemy should the situation require it. Luckily for them, there are loads of these lying around, some empty (with the keys in the ignition), and some with their still-breathing occupants inside! Shoot the driver and their vehicle is yours, although you should be careful not to blow it up in the process. Most vehicles have some sort of armament as well as protecting the controller from damage. In one-player mode the directional controls cover the gun and steering, but when there are two players present, one player steers whilst the other takes aim.

JEEP The most common of all the vehicles, the jeep is armed with a heavy-duty laser. It's really best at running your enemies over, as the raised platform and armoured windshield which gets in the way make it difficult to target ground forces.

MONORAIL These electric-run platforms are more useful as transport than a battle vehicle. There's very little protection from fire, and some monorails don't even have the usual laser to defend with. Not actually all that good.

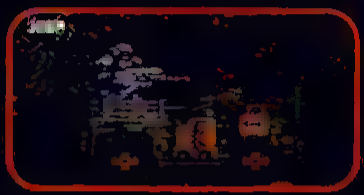
HELICOPTERS Helicopters are very smart indeed. The player has free reign of the screen thanks to the flying-through-the-air capabilities the chopper provides, as well as a fully serviceable fast-firing laser rifle.

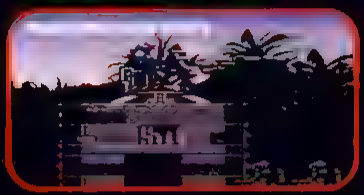
MACHINE-GUN NESTS Although these things are stationary and don't actually move anywhere, they're pretty good when it comes to killing things. If hordes of soldiers are rushing on screen, commandeer one of these and watch as they all die horribly.

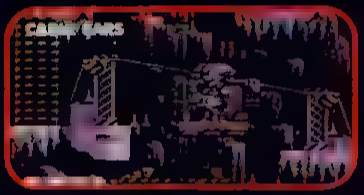
CABLE CARS Very similar to monorails, these offer slightly more protection from overhead fire, but are still pretty feeble, and some of these are unarmed too. Sadly, there is no way to avoid using cable cars, unless you fancy a nice plummet down to death from a great height.

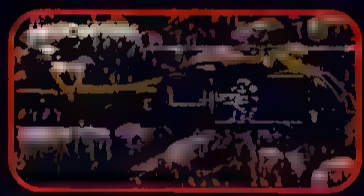
GIANT ROBOTS These robots are slow and laborious to control and the lasers mounted on them fire slowly and cannot be aimed straight up or down due to their strange front mounting. They do, however, offer great protection - especially from other robots!

NFORCE









JAZ

[illegible]

I like the arcade game for its tough difficulty level and fast, frantic action. I hate the Super NES version for its laughably low difficulty level and slow, laborious action. Okay, it might look good - the sprites and backdrops are very smart - but everything else is appalling. The speed of the action, or lack of it, is astonishing. It's like playing the game in slow motion, and even the controls are sluggish beyond belief. But worse still is the super-low level of challenge - I finished it on my first go with my first life without even trying hard. It's so ridiculously easy even a complete donut with the gaming abilities of a demented baboon could finish it within an hour. And then what? With no difficulty levels to fiddle with and a two-player mode that makes the game even easier, there's simply no lasting appeal at all. If you want a brilliant platform blaster check out Super Probotector.

[illegible]

Being the adept mercenary warriors they are, the brothers are pretty accurate with their guns and are able to fire them in whatever direction they choose, simply by the player pressing the appropriate direction on the joypad and pressing fire. Being especially clever, the Brothers Specky are also able to perform this feat whilst in mid-air! This allows them full rotational shooting capabilities at all times, which is handy because all the enemies have them too! This also makes for a feast of gunfire from all angles and some tricky targeting problems.

How To Control

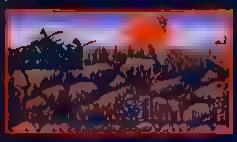
Prompt the two chaps to run left and right by pressing those directions on the D-pad. The men can crouch if the D-pad is pressed DOWN. Climb ladders etc by pressing UP on the D-pad.

A	Fire weapons	X	Jump
B	Fire weapons	Y	Jump
L/R	Jump	S	START: Nowt SELECT: Pause/unpause game.

How To Play

Use the joypad to guide your Specky Brother across five platform levels of blasting action, detecting the guardians at the end of each stage and taking care not to lose your three lives either by being shot or having the timer run down to zero.

REVIEW



GRAB YOUR WEAPON

The Brothers start their adventure with standard issue rifles which are actually pretty pathetic and have a very slow fire rate. Luckily, by shooting the crates found around each level the chaps able to get their hands on a variety of much more destructive hard ware.

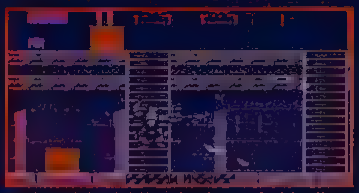
1. AUTO:
Pretty much the same as the regular rifle, except the fire rate is much increased. Loads of ammo - 999 shots to be precise - is included with each icon picked up.

2. LASER:
The laser fires a bit faster than the rifle, plus it's far more powerful and is very good indeed at blowing things up. Quite a few shots are granted the player with each icon picked up.

3. FLAMETHROWER:
A constant stream of high-power flame is jetted out from this piece of kit. Loads of fuel is provided, but just watch how quickly it runs down as you fire!

4. BAZOOKA:
Easily the best death-dealer of the lot. More powerful and quicker firing than the rifle. And with shots which travel through the enemies, this is the weapon the cool mercenary about town likes to be seen with! Sadly, there's not much ammo with each bazooka icon. Boo!

▲ Dare you face the might of Fred Scuttle?



▲ Take care climbing the ladders in these dumpy Gundam tech-nail boots.

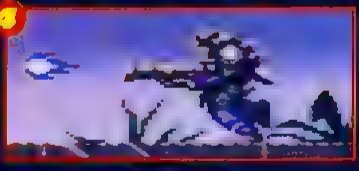
▲ Fly, fly you heavy armoured smooth skinned bastards!

1

2

3

4



RATINGS

PRESENTATION — **53**

Unimpressive intro, the intermissions are all the same and there are no options.

GRAPHICS — **86**

Well-drawn sprites and good use of colour and shading. The backdrops aren't too bad either.

The animation is pretty feeble and the scrolling is slow and jerky.

SOUND — **62**

The tunes play during the game and the effects are quite dull and bad.

PLAYABILITY — **43**

Fiddly to shoot...

...the problem is that the action is terribly slow and quickly gets very dull and boring.

LASTABILITY — **23**

Only five short levels and no challenge whatsoever. What's more, once you've gone through it there's no competition to play it ever again - even with two players!

OVERALL — **29**

Great graphics, but the rest of the game is a shambles, with no challenge and no lasting appeal whatsoever. If you want decent and challenging platform blasting, check out Super Probotector instead.

LETHAL WEAPON

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Nintendo
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TWO COPS - BOTH LETHAL

... You c...
... having his...
... is to c...

GAME BOY

IT'S MEAN FAST AND LETHAL!

ocean

THE NMS CHALLENGE

SUPER MARIO KART

Greetings, and welcome to the Challenge System. Fresh from Christmas and a total rewiring, the ScoreMonitor Mk IV has decided to create a new arena for your gamesplaying skills (since you're always pestering us on the phone about how hot you are). Hence the arrival of the NMS Challenge. Each month we hope to abduct a highscoring, heroic reader and put him or her up against one of the grossly inflated egomaniacs on the NMS team in our noxious Challenge Chamber. To kick off, the ScoreMonitor assembled the so-called office 'experts' to battle it out for the title of 'Mario Kart Meister'. Surely an elementary task for some members of our bragging staff? But we hadn't reckoned on some truly shambolic play, which our metallic referee now has the displeasure to relay to you...

THE ROADS TO VICTORY

As ScoreMonitor I took great trouble in devising the challenge to give each player an adequate chance (to make a fool of themselves). This meant coming up with three rounds of a knockout competition. In the first round, four pairs would take a match race on one of the easy Mushroom Cup races. The winners played the semis over one Flower Cup race, leading up to the finals, which were held over the best of three Star Cup races. And all at 150cc! At the draw the game was set: Steve Vs Rad, Rob Vs Andy, Gary Vs Jaz and Paul Vs Gus. The sad tale unfolds...

MAGIC MUSHY ROUND

STEVE VS RAD (MARIO CIRCUIT 1)

The first kart encounter didn't bode well for the future. After a joint skid start, of the point, not of the road variety Rad used a red shell to seize a commanding lead After being sent spinning once, Steve never seemed to recover and set to lo dscaping the track borders rather than staying on the track. However, the lank-haired senior staffer was well-shaky himself, driving straight into a banana skin on the open road In the end, Rad was the winner - by default rather than skill

GETTING SEATED COMFORTABLY

I knew that I could never let the would-be challengers pick their own characters, since some of the snivelling spawn would keep us waiting all day, whingeing that they could only win with Toad or Princess. In the event the pick-a-character-out-of-a-hat ballot provided a plethora of groans from the usual moaning minnies - the place sounded like an Arthritis Hospital on a very cold and wet day. This is what transpired:

★ANDY McVITTIE

The man who is to Mario Kart what Moss Side is to English Tourism was grateful enough to get the moustachioed plucky plumber. He claimed he couldn't play with anyone. On past experience, I believed him.

★JULIAN RIGNALL

Anyone who thought the all-powerful one would completely fix the ballot (should that be Julian Rig-it-all) was reassured when Jaz just happened to pick the best all-round kart, Toad - purely by chance of course. He of the shaven temples and smugger-than-smug visage grinned all the way to the games room.

★STEVE MERRETT

Dismay all round as Steve picked the next best, Koopa Trooper. Dismay for the crew who knew that Koopa's hard suspension makes it the best handling kart of all, and dismay for Steve knowing that hard suspension means hard lumps, and he with his still-so-tender chaffonts...

★ANGUS SWAN

Trust the Caledonian Calamity to choose the Simian entrant, Donkey Kong. The white-vested knuckle scraper best illustrates Gus' position on the Mario Kart evolutionary ladder.

★RADION AUTOMATIC

Despite his protests, Rad chose well in the spiky demagogue that is Bowser. Both have two great similarities - very sad haircuts and complete lack of success with women.

★PAUL DAVIES

The Northern Git grabbed the Princess, a character with whom he identifies due to split ends. However, this is one gal who needs the gentle touch - a technique Paul has yet to master (despite numerous failed attempts).

★GARY HARROD

Gaz, the man who fancies himself so much he has to wear a prophylactic if he looks in the mirror, demanded a character befitting his office prestige. He duly got Yoshi, the clapped-out Citroen 2CV of Mario Karting. The big man cried, but he had asked for it.

★ROB BRIGHT

And very finally, Rob. Rob had been around since Christmas Eve, when he arrived blue-lipped on our step, a student account loan statement of frighteningly overdrawn proportions in one hand and a wacky rag mag in the other. Taking pity we brought him in and he's been loafing around ever since, living a typically student-type life - lying in until the pubs opened and going to bed when they closed. However, we needed a token sad case for the challenge, and since it was Tom from Megatech's day off, Rob volunteered. Fate delivered Luigi into his less-than-grateful palms.

ROB VS ANDY (DONUT PLAINS 1)

I wasn't expecting a great amount from the cack-handed Production Editor and our Stagee Mean Machines has been, especially when Rob needed reminding of the controls as the race was starting. In the event there were no surprises. Rob set to [illegible] with gusto, as Andy sped ahead with Mario. "Where are You?", cried Rob. The answer was "in front" for the entire race as Andy sped to victory, adding the humiliation of lapping Rob once on the way.

JAZ VS GARY (GHOST VALLEY 1)

Being big girl's blouse Gary had to be dragged to the games room, under threat of removing all reflective surfaces from the office. When the actual race commenced Jaz got the advantage of a zoom start, edging in front of Gary on the perilous chasm-bound course. A thin-lipped grin emanated from the Pat Sharp impersonator, who doesn't know the meaning of the word 'fair' as he sped away dropping bananas and shells in his wake. Gary began taking chances, which was a bad move as he quickly dropped off the course twice in succession, extending the Kajagoogoo reject's voluminous lead still further. Toad - a rather suitable moniker considering the nature of the person at the controls - sped on to a rather merciless trouncing, lapping the red-hot-favourite-turned-shambling-damp-squib twice before finishing. It was a sad day for Paleozoic Art Editors.

PAUL VS GUS (BOWSER CASTLE 1)

Polite as ever, hairy Northerner MK II offered the choice of screens to hairless Scotsman MK. But lurking beneath that shaggy mane were less genteel ideas, as Paul took the Princess into an early lead. But thanks to some canny play, and Kong's superior speed, he was shocked to see Gus passing him on the back straight. The Pictish fool was himself shaken at his sudden lapse into skill and reassured himself by heading into the nearest green shell. However the die was not yet cast, as the next two laps consisted of Carry on Bowser Castle 1. Paul spent as many valuable seconds pillar kissing as Gus spent bouncing off walls, with no decisive leader. As the tension mounted the Rochdale refugee obliged the Harry Lauder Kid by hitting one of his own old shells. From there, Gus made the best of it and scraped home with Kong.

FLOWER POWER ROUND

RAD VS JAZ (CHOCO ISLAND 1)

[illegible] peaky as the challenge moved into its second phase, claiming he didn't know the Flower Cup courses. He needn't have protested, as his prophetic words were realised immediately. Spurred on by the sickly Kajagoogoo-like music, Chris Woodle dopp eganger Jaz sped off across the Choco [illegible]s and horizon, and Rad couldn't see him for Flake. In contrast, the man with distorted coiffure skidded at the line then lumbered through the [illegible] in half hearted fashion [illegible] Supremo show mercy at [illegible] of spleen? Not a bit if [illegible] bag marked 'homing shells' and Rad became a rider of the chocolate speedway as he was sent spinning. There wasn't much more Rad could do, but a late glimmer of hope came in the form of a mushroom speed up for him. Using all his gaming skills he chose exactly the most ineffective point in the course to use up, narrowly missing one of the man-eating plants on a sharp bend, much to the amusement of his rugby-shirted opponent who cruised effortlessly over the line and into the final.

ANDY VS GUS (GHOST VALLEY 2)

The scene for the second semi-final was the quake-inducing Ghost Valley 2, which eats skill challenged karters for brekkie. This particular pair of waffles, Andy and Gus were about to be served with a large dollop of Maple Syrup. Bucking every trend, Andy managed to give Mario a zoom start, but the lead was brief as Kong closed fast. In fact, Kong could have won - if he hadn't lost. But lose is what he proceeded to do, in true Brits-at-Wimbledon fashion. Bangt Kong's into a wall and off the course. Whoops! Whilst trying to use a feather to cross a gap, Kong's ape meister is over the edge again. Thud! Mario shows no mercy with his shell. Kong by this time has gone to pieces, but Andy's strong sense of community tradition makes him start throwing himself off at every opportunity. Kong starts to make a surprise comeback, but the gap is too big to close before Mario limps over the line, and Andy cannot believe that Lady Spawn has given him a place in the Grande Finale.

THE ALL STAR CUP FINAL

ANDY VS JAZ

KOOPA BEACH I, VANILLA LAKE II

So appalled was I of the qualifying performances, that one of my HP2s burst and the challenge was halted so I could [illegible] out [illegible] After sticking a mains adaptor into one of my unfeasibly [illegible] was easy to witness our two contenders play the first final race on Koopa Beach. This early course is a sea breeze so even Mario should manage round. Jaz has his timing [illegible] manages a zoom start. The contrast in racing styles couldn't be greater. Toad is whizzing along the beach like a yobbo-packed XR3i down Southend seafront, whilst Mario is paddling in the shallows like a [illegible] kid from [illegible] Jaz even feels confident enough to take the outer route on the larger [illegible] Andy cannot understand why he's not closing until he sees Jaz taking the sneaky route through the middle of the course. Jaz sneaky? Surely not! Through his [illegible] disrepute the Essex [illegible] afford to crash out a couple of times before he marks up one - nil.

The second race is bound to be the clincher, so where better than the frictionless plane of the Vanilla Lake. Both karts make cautious starts, aware of the danger posed by broken ice and cube bollards. Quickly justified, Andy begins to put in a performance [illegible]thy of the average Brit ice-skater, except he doesn't look darling in a trouser suit. Of course, the slippery boss and his toad feel quite at home, and his strange luck guides him through the cube areas without a single bump. In desperation, Mario takes to some foolish acceleration, but has yet to work out the subtle difference between a straight and a bend, and thus slides out on every corner. Jaz cannot accept the title with magnanimity, and reinforces the lesson with a homing shell - and a reminder who pays the wages. The game is over - Jaz has won. Tyranny has triumphed over ineptitude, and a strange hush comes over the office as Jaz parades around in robes had he commissioned in advance. I needed to unplug

NOW DO IT!

Having experienced the Agonies and Ecstasies of the Challenge, have you the stomach to join the fray? We want able highscore heroes to come forward and accost our reviewers in video combat. Just fill in this coupon correctly and post it to us, with a picture if possible. Each month a lucky reader gets to come down and fulfil his dream and then go for a slap-up chip lunch with us. A word of advice - no SFII or Mario Kart challenges. Pick something fresh, and give us a jolt. All forms clearly marked to: NEED ME WRETCHES, I WILL WEAR THE CROWN, OH YES! NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

NAME:.....

ADDRESS:.....

PHONE NO:.....

AGE:.....

I'M COCKY ENOUGH

TO CHALLENGE: .....(REVIEWER)

TO A

GAME OF:.....(YOUR CHALLENGE GAME)

WIN A TRIP

LIF

Those busy chaps at Interplay are set to unleash the Claymates on a Super NES near you. It's a tale of rescue, heroics and a putty-like substance - and it's set for a late 1993 release. However, how would you like the chance to meet the team behind the game? Oh, and actually fly over to Interplay's Orange County-based offices in America to do it! The way Claymates works is that a character called Clayton is out to rescue his father from a band of evil kidnappers. On scouring his Dad's office for anything which may give him a clue as to his whereabouts, Clayton stumbles across an unusual machine. Unfortunately, on operating the ornate device, his flesh is turned to clay...

The game picks up with the clay-based Clayton exploring a series of scrolling locations in search of his Father. Water scenes, platform areas and a series of obstacles stand in his way, but being made of clay has certain advantages - including the ability to change his form! Yessiree, Clayton is bestowed with five - count 'em - personalities, ranging from a fast-climbing cat to a fish, and using these features is essential when traversing the deadly landscape. Additionally, other 'helper' characters line the route, offering useful advice or the odd red herring.

To win this chance in a million prize, we want to know WHY you think you should be flown over to the states. In no more than 25 words, let us know what merits you earning this excellent expenses-paid trip to America - with Disneyland and the Universal Studios Theme Park only minutes away. One of the NMS crew will also be going, and that makes the prize even more special. So, get your thinking caps on and send your reason to:

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OF A

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REVIEW

GAMEBOY

1 PLAYER

1 MEG

ARC GAME

PRICE: £24.99
BY: NAMCO

LEVELS
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
UNLIMITED

FINAL LEVELS

WEAPONS/ITEMS
3-D

HIGH SCORE
33,000

SAVE
This is a Game Boy conversion of the arcade original with New Dig Dug, an enhanced game, also included.

[illegible] back – about ten years ago in fact – a company called Namco was making [illegible] in the arcade business. Games such as Pole Position, Pac Man and Dig Dug made their name and Namco's titles were always simple but explosively addictive affairs – especially Dig Dig. In fact, it's a testament to the game's playability that it has been revised and updated for this new hand-held version.

Starring a little miner named Digby Dug, Dig for short, the aim of Dig Dug is simplicity itself: clear the screen of pests. A little suspension of belief is required to take in the scenario, though. It seems Dig is the minuscule protector of a garden, and the main foliage pests inside underground. Using his incredible powers of excavation, Dig is armed with a gun [illegible] to inflate the [illegible] beasties until they explode, and an [illegible]

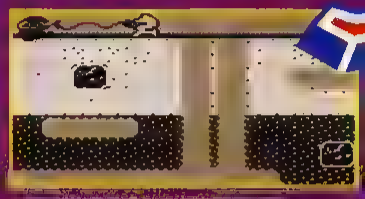
WEIRD HANDLES CENTRAL

As [illegible] ground [illegible] now [illegible] get [illegible]

[illegible] Dig to collide with [illegible] now well it's quite hard to shake him.

[illegible] like [illegible] easily to [illegible]

Di



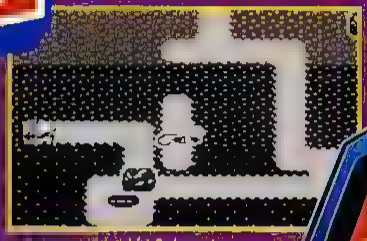
PUMP IT UP!

Dig [illegible] between the walls. [illegible] range it attaches automatically and starts blowing the monster with compressed gas. After three pumps, the meanie explodes into harmless scraps.

COMMENT

[illegible] has very special memories for me: it was the first game I really went ape over. Now it seems as fresh and playable as the day I clapped eyes on it at Bournemouth pier. This is more than partly due to the excellent and faithful conversion Namco have created. The graphics, sound and 'feel' of Game Boy Dig Dug are spot on, even down to the animation and small touches such as the music stopping when you stop moving, and the flowers planted each round. For many of you the closeness of the conversion is irrelevant. Surely this is an ancient arcade game which has passed its sell-by date? Wrong! Dig Dug comes from a time when playability standards were high, and is just perfect for the Game Boy medium. It's immediate, challenging, and absorbing. It's the perfect Game Boy cart to have in your pocket for a dull half hour. Just plug it in and you're away. It's also one you'll come back to again and again to push up that high score. The new version that Namco has compelled to include is generosity to a fault! It's really tough, with a style of its own, which really means two separate games for the price of one. One of the best releases for the Game Boy [illegible] months, and for one love it.

DIG DUG



Rocks away! All that's left is Pooka scrapings.

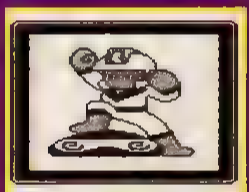
ROCKS AWAY

As any keen gardener knows, the average garden is full of stony bits which make turning the soil a narrow pain. Fortunately, turn to your advantage in Dig Dug, though, as they are used to drop on a meanie's head. This is effected in one of two ways. The first is to build a horizontal tunnel underneath the rock, but get out of the way fast. The other method involves digging a long vertical tunnel up to a rock. It's possible to stay below the rock and you may be in the tunnel, and then move aside. Try and catch more than one meanie in a rock ambush for multiplying scores.

SPIRITS OF THE UNDERWORLD

One [illegible] Fygar, make new opponent rather quickly. When feeling particularly bloodthirsty, they turn into ghosts which gives them complete freedom to move round the screen as they wish. Normally they are constrained to move in the corridors that Dig has dug. Dig is kept aware of their position by the spectral outline of their faces.

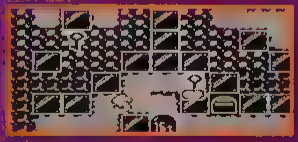
▲ Dig Dug's mine will be closing soon, because it's far too uneconomic. More miner sprites for the data queue...

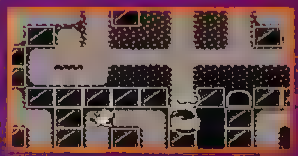


ROUND CLEAR!

NEW, IMPROVED DIG DUG!

Perhaps thinking Dig Dug was too simple a concept for the mighty Game Boy, Namco have included an expanded version of the game – the originally-titled New Dig Dug. In addition to killing the meanies, progress to the next round is made by opening a portal. This is effected by collecting the keys which are littered around the playfield. The playfield in the new version is expanded, but provides more problems because iron blocks begin to make an appearance. As the rounds progress, the number of blocks begins to form a maze which adds to the confusion.





A	Pump.
B	Pump.
S	**SELECT BUTTON:** No function.
S	**START BUTTON:** Pause/Restart.

REVIEW

COMMENT

STEVE

Game Boy version was [illegible] credit it deserved.

NEW WEAPONS

New [illegible] Dig's [illegible] rebound [illegible]

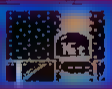
BATTLE BARRINGS

Dig unleashes these [illegible] 'em fast. Barrings roll down [illegible] until they reach a wall and reversing. They also flatten everything in their way.

BOMBS

Cherry bombs are safe until undermined. However, if they topple and hit the ground they explode, killing anything in the vicinity.

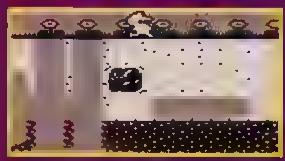
16T



Stand [illegible] tickling cartoon [illegible] Basically [illegible] rock, 16T doesn't disintegrate when it hits the ground - often blocking Dig's path.

Heavy lift's the office party - who cares about caps!

More irrelevant options under the influence of Pepsi.



Do you think Dig wants a beer?

RATINGS

PRESENTATION — 80

Two separate games included on the cart. The recreation of the arcade's presentation is [illegible]

No options relating to difficulty, and no high score table.

GRAPHICS — 75

As close to the arcade as is possible on the [illegible] Boy. Cute, clear and fast.

[illegible] occasional slow-down, due to lots of [illegible]

SOUND — 73

The original music and effects have been ported directly onto the Game Boy. Great chiddy tunes and FX.

The sound of 1982 isn't quite state of the art now. Appreciate its limitations.

LASTABILITY — 83

The challenge of having a high score ensures the active place in your collection.

The gameplay won't surprise you after a while.

PLAYABILITY — 92

Dangerously addictive, due to its simple rules and controls. Easy to play at the beginning.

Not a game for lovers of complexity.

OVERALL — 84

A classic conversion of an old arcade classic. The perfect 'pick up and play' cart, and Dig Dug lovers couldn't ask for more.

STAR WARS

"A superlative platform game that contains all the thrills, spills and drama of the blockbusting Sci-Fi film - A must buy !" 89% N...

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REVIEW

SUPER NES

2 PLAYER

8 MEG

SHT GAME

PRICE £44.99
OCEAN

RELEASE
TBA

CONTROL
1 JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
5

SKILL LEVELS
3

RESPONSIVENESS
GOOD

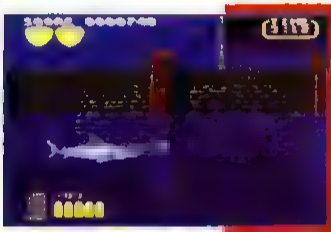
1ST DAY SCORE

ORIGIN
Lethal Weapon - The Game, is licensed from the three smash Lethal Weapon movies featuring Mel Gibson and Danny Glover.

The floor of LA Police Headquarters is needing reinforcement - due to the weight of unsolved files stacking up! Criminal rackets are making a mockery of city justice, so it's time to call the two best cops in the Department back from an enforced vacation. It's a desperate measure, because these two are wild guns, unpredictable and prone to unorthodox methods. As it is, they are the only operatives capable of solving the five major headaches at the front of the filing cabinet.

The first four files are routine detective work, rescuing hostages, defusing bombs, that sort of stuff. You need to accomplish these to be given a slice of the heavy action - a file contained behind the door marked 'access denied'! Dun-da-run-dun! Until then, it's a matter of exhausting legwork, investigating town locations and shooting lots of crooks. Yum!

LETHAL



▲ Blimey, no wonder he's behind him

COMMENT

STEVE

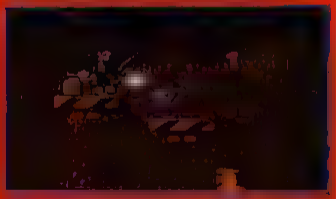
I'm pleasantly surprised with Lethal Weapon. During its development, the tiny sprites and all-too familiar gameplay just didn't do anything for me. However, whilst Ocean have yet again avoided doing anything remotely new, the large platform-laden areas offer a real challenge, and Lethal Weapon's difficulty has been set at a near perfect level. Although there's no real difference between either Riggs or Murtaugh (after all, all Danny Glover does is moan about how he's too old for all this stuff), the characters are responsive and have a number of moves at hand. In terms of shoot-outs and fights, there's more than enough to keep fans of the films happy, and the many baddies add to what is already a tricky game - especially since there's a special level waiting for when the others have been completed. A little more variety would have been nice - and I'm surprised there's no driving section in here, as they play a large part of the films - but Lethal Weapon is a playable, if a little 'safe' licence.

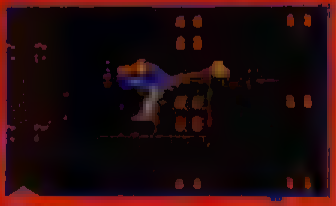
NECESSARY FORCE

Sometimes it is necessary to enforce the law [illegible]. In their are tons of bad guys out for your blood. Both cops have two methods of aggression: [illegible] is the regulation hand-[illegible]

GUN

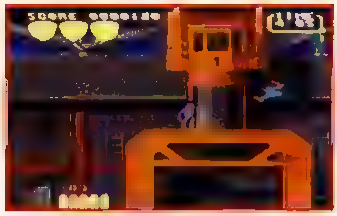
Fired when standing, ducking or jumping. Most enemies take only a single shot to despatch. Shots are limited to six rounds per magazine.





LEG

When at close range, unarmed combat comes into its own. The devastating effect of a leg to the face could not be underestimated.



REVIEW

WEAPON

THE LOCKERS

Most people head for the lockers when they want to change. And the same goes for you, but you change literallyl You always start as Riggs, so when you feel like handling Murtaugh head for here. Mysteriously, the two 'pardners' are never seen in the same place at the same time. A buddy tiff, perchance?

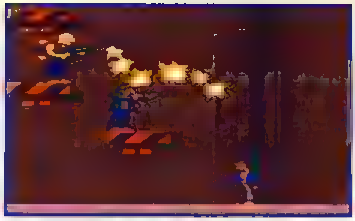
CORRIDORS OF POWER

The hub of all operations is the local municipal cop shop. The game starts in the corridor here, with each separate mission selectable by walking into the relevent door. The corridor is on two levels, linked by a lift. If you have difficulty handling this contraption then you should just settle for a desk job.

THE SHIP

The climax of the first mission takes place on board an old steamer. Problems here include life-threatening life preservers, careless galley cooks, and old boilers (of the non-human variety), endure all that and you get to play bouncy on the life-rafts before returning the seized matter of criminal investigation.

REVIEW



CALM AND COLLECTED

There are three components to Lethal Weapon that need to be maintained at all cost. Happily, supplies of each are collectable, found in the most curious corners of sewers, malls etc.

SHIELDS

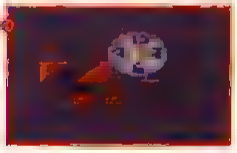
Shields represent your life-force or damage meter. Each agent has only one life, made up of five shields. Each enemy hit removes half a shield, but long falls, or being impaled on spikes remove a whole shield at a stroke. Life is replenished by collecting any bullet-proof vests you find.

MAGAZINES

GQ and NMS are their preferred reading. Actually, these are bullet magazines, each containing six bullets. As levels progresses, the amount of shooting increases, so a good supply of these is vital.

TIME

The level time-limit is indicated top-right. Failure to complete the mission in five minutes result in a lost shield. Your current time remaining may be increased by a minute for each clock dial you pick up.



COMMENT

CUS

Well, Ocean, bottom of the class for originality. And Lethal Weapon isn't going to win you any 'Game Most Like Its Licensed Film' awards. For the most part this is strictly routine stuff, in terms of graphics, animation and gameplay. However, Lethal Weapon shouldn't be written off that easily. Although it has absolutely no wholly original features, it has been assembled to be good fun to play - challenging yet not frustrating. Each of the missions covers a large area, and the assortment of obstacles is well arranged to suit the level theme. There is also a wicked sense of humour that bubbles beneath the surface, especially in the sewer level. Being able to start any of the first four missions, but keeping the last in reserve is a clever way of structuring the game. When you look again, you realise there ARE some good graphic effects - the ship, the sewers, and there are also so nifty level sections, particularly the fan section in mission four. Thankfully, the three skill levels mean that cracking this huge game is going to take a while. So in the end, Lethal Weapon seems to lie somewhere between the very good Addams Family, and the equally poor Robocop III. Moderately recommended.

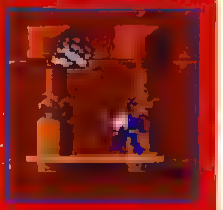
How To Control Move Riggs and Murtaugh in standard platform fashion. Up/Down ladders, Left and Right across flat areas. Swimming in water is performed by joypad direction.

A	[illegible]	X	[illegible]
B	JUMP!	Y	NOTHING!
L/R	[illegible]	S	START: STOP! (GO) SELECT: NE USE PAS!

How To Play Locate the level end to each mission, by 'neutralising' foes on the way, and jumping onto conveniently placed platforms.

[illegible]

When one agent has lost all his shields, the game continues with his partner, who is able to start from the point the unfortunate died.

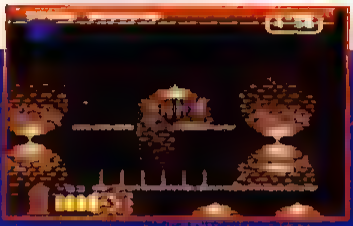


MISSION 1 - THE DOCKS

A band of international Smugglers has set up shop at the local docks, running a huge contra band warehouse. Your first mission takes you there. On the quayside the main obstacles to negotiate are massive cranes, which must be scaled, with a view to avoiding the boat-hook wielding dockers. At the top of the cranes, a precarious [illegible] from gir[illegible]

Below you sharks patrol constantly,waiting for a Mel morsel.

▲ Riggs The Oldest Swinger In Town



▲ Deadly yellow green barracuda [illegible]

▲ Yuk, why is that water yellow?

MISSION 2 - SEWERS

The second mission involves some subterranean sicky blues, as you plumb the depths of the sewer network, to catch some bomb-planting terrorists. Rather than just use rubbish bins like any normal bomber, they've planted them in the depths of the subway. This means a trip through alligator territory, and a dip in fluid that has a dubious yellow tinge to it. The only other way to cross is on top of the random piles of junk, or by climbing the slippery chains. When back on dry land the scene is hardly more salubrious, with the deadliest of spikes and strange brown projectiles falling out of holes - don't think about them, just keep moving.

MISSION 3 - THE MALL

Uh Oh, someone's planted a bomb in Dorothy Perkins, in fact, they've occupied the entire shopping mall. The mission is simple, eradicate all balaclava and fur-hooded anorak wearers in sight. Start off in the multi-story car park, ascending each level, trying to avoid the suction pipes which turn the level into a strange game of snakes and ladders. Once out of these drab surroundings, jump around the mall escalators, shooting everything in sight. Once the exterior is clear, you access the shop interior, wiping out the gunmen in the Littlewood's produce section, and subduing the odd maniac carrying two fire-arms - it's like shopping in the Arndale centre!

MISSION 4 - THE HOTEL

The penultimate mission is personal. Your pal Leo Getz is being held ransom in a downtown hotel, for a massive ransom Your rescue mission starts by making covert entry into the hotel's service quarters. In the drab wooden corridors you have to watch out for loose floorboards, and beware of the treacherous open lifts, that have no sides. Later, climbing across pulley wires, and riding on hoists is the only way to get closer to your objective The most taxing section is found in the hotel's ventilation system which is a maze of winding corridors and the odd giant fan which operates periodically, either blowing you away, or sucking you to a shredded doom

MISSION 5 - ?

The last mission is only accessed after the other four are in the 'solved' file. The details must remain a secret here, but suffice to say the idea of bent coppers murdering people to hide their mis-doings is pretty close to the mark

RATINGS

PRESENTATION — 78

▲ There are three skill levels, and a few other minor options. Loads of other set screens.
-The set screens are rather grainy in quality. No two-player together option is a bit rough

GRAPHICS — 76

▲ The attention to detail, variety and nice use of colour is witnessed here.
-Poor animation, and some background ideas that don't come off, lets the side down.

SOUND — 81

▲ Each level has its own rock-action type soundtrack.
-The sound FX are not very distinguished, and the music won't appeal to everyone.

PLAYABILITY — 80

▲ A mixture of pleasant fun to begin with, then nice surprises pop up later.
-Lethal Weapon isn't action-packed, mind-bending or wildly playable.

LASTABILITY — 79

▲ The first four missions may be tackled in any order, and they are big.
-On the easiest level this may be too relaxed for some. Others may get bored before then with the predictable action

OVERALL — 81

A reasonably good platform adventure, that tries to keep the films in focus. Will appeal most to lovers of platform games.

REVIEW

SUPER NES

1 PLAYER

8 MEG

PUZ GAME

PRICE: £39.99
CONTACT: TAITO

RELEASE
FEBRUARY

CONTROL
JOYPAD

GAME DIFFICULTY
EASY

CONTINUES
THREE

SKILL LEVELS
ONE

RESPONSIVENESS
SPOT ON

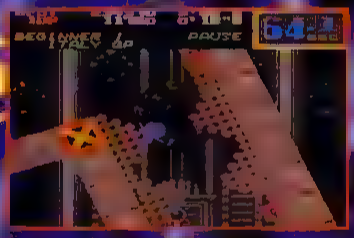
1ST DAY SCORE
COMPLETE ALL FOUR SKILL LEVELS

ORIGIN
Originally released in Japan as Camelry, On The Ball is an original game for the Super NES created by Taito.

If this [illegible] anything to go by then there's [illegible] one way to keep your marbles, working here at NMS including the latest [illegible] game, On The Ball, presents a weird set of circumstances whereby a glass [illegible] guided through a slightly surreal set of mazes. The maze is [illegible] to get the marble from the [illegible] goal in the shortest time possible [illegible] time limit to [illegible] things just [illegible] more exciting.

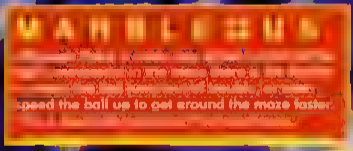
[illegible] of all the games in this world you [illegible] really suppose the [illegible] ball [illegible] one place to another [illegible] likely to rank [illegible] very highly [illegible] excitement [illegible]. However, On The Ball is [illegible] some kind due to its incred[illegible] use of the Super NES Mode 7 effects [illegible] function w[illegible] its original gameplay. The [illegible] twisty-turny inner-turny passage in[illegible] and w[illegible] dexterity [illegible].

[illegible] sign indicates the ball can enter to collect the [illegible].



[illegible] later mazes add more devious [illegible] to the trick.

[illegible] arrows act as directions to the end of [illegible].

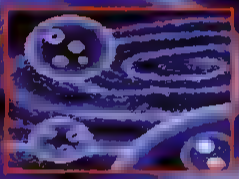


How To Control Remember that the ball doesn't move, only when jumping. The ball is guided by rotating the maze around it and this is done by either pressing the LEFT and RIGHT buttons or using the D-pad for the same job.

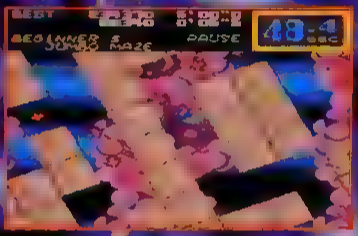
A: No Function	X: No Function
B: Jump and speed up the ball	Y: No Function
L/R: Rotates the maze to the left/right	S: START: Starts and pauses the game. SELECT: No Function.

How To Play Simply control the course of the blue marble by rotating the maze around it and reach the Goal within a given time limit. Smash down blocks that get in the way, avoid hazardous blocks that detract from the time limit and keep on the ball for any shortcuts or bonus time opportunities.

THE BALL



▲ Your path through the sewers...



▲ Hitting the walls slows your ball down quite slightly.

▲ ... to finishing.

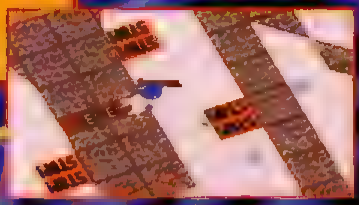
▲ ... which pay off.

▲ ... Bonuses flow.

▲ ... slot machine sections offers extra bonus bonuses.

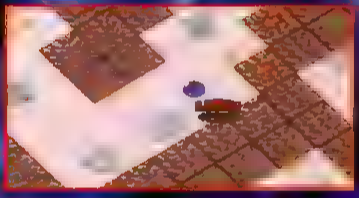
A LUCKY CHANCE

[illegible] a trial is completed in record time, the remaining seconds are added to the next round as an added bonus. The powers that [illegible] Ball universe are more lenient still [illegible] make up on some lost time. Pressing the jump button stops each of the three tumblers in turn and a maximum of thirty seconds can be obtained here if the player is careful.



The wooden [illegible] are easily broken through.

▲ On [illegible] gold [illegible] in the grid [illegible]



▲ Hidden time bonuses have been left dotted throughout the stages.

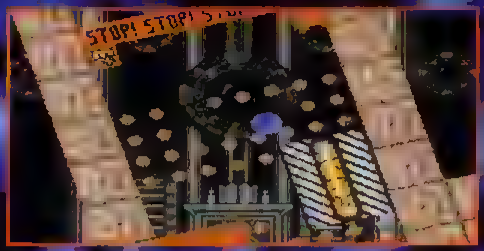
COMMENT

RAD

I first played On The Ball on import ages ago when it was called Camelry, and although I was initially very impressed by the ideas and the amount of work that had gone into the design and programming, I also felt it was far too easy, with only the special stage and beyond holding any sort of challenge. Unsurprisingly, other than the name, On The Ball hasn't been changed in any way and so the same criticisms apply. The control method is well worked out and it's a great idea for a game, it's just that it's nowhere near hard enough. With a few trickier puzzles and shorter time limits, On The Ball would indeed be a classic, but as it is you should be able to nip through all the courses on your first day, and after that there's little compulsion to do it all again. Perhaps an On The Ball 2 would be worth considering, but until that (unlikely) event I'd make sure you give this a good go before purchase.

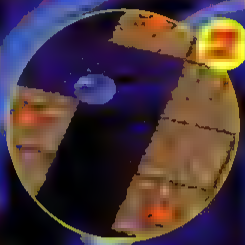
...with a question mark contain ...e object of some sort - 3, 4, or 1000 ...nts, normally.

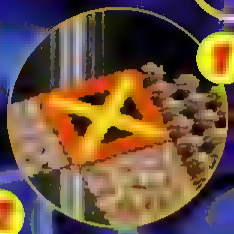
▲ As the time-limits get stricter, so the ...s get more and more tortuous - ...ial to collect as many extra seconds ...ssible stages as possible.

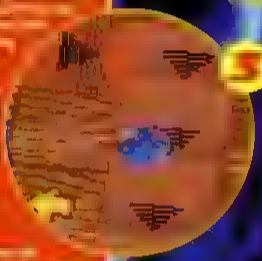


MIND THE...AND THE...DOH!

The trials are a mixed bag of ...







...e Ball features ...useful tutorial modes.

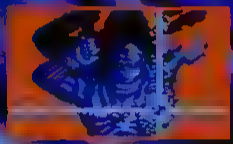
▲ The actions are 'movable'.

control with only one danger-ous ball on the loose, however! ...ese barriers turn green for go and red for stop. Simple but crazy.

...ENT

PAUL

Perhaps one of the main arguments in the Super NES' favour is the wide selection of truly varied titles rapidly becoming available for it. On The Ball is one of the most diverse. The concept is simple and the gameplay is fun if not a bit too simple in the first three levels, it is possible to complete the first Plane of the game with very little effort. However, it is on the Second Plane that the trials become more challenging and more addictive as the levels progress and for this reason the cart must be regarded as one of the better titles available for this machine at the moment. If you are the only person likely to play On The Ball Then don't hold out for much in the way of long-term interest. Compete against a friend, however, and On The Ball holds more than enough hours of reeling and a rocking for anyone.



▲ Steer clear of the twisting boxes at all costs.

BOSS! BOSS! THE PLANE! THE PLAIN!

referred to as trials, the number of which varies depending

collection exists in a surreal

y gets increasingly harder the further you progress into the

here and is no use whatsoever!

RATINGS

▶BREAKDOWN

PRESENTATION

79

There are neat intermission scenes and a password system.

The side screen is very bland, even if it's twice and more about a lot.

GRAPHICS

79

It's Mode 7 story from start to finish. Essential colours used in complex backdrops to mostly rendered scenes.

Things don't change much. It's just scenes, scenes and more scenes.

SOUND

74

Many tunes and amusing sound effects that fit with the nature of the game.

The tunes repeat themselves and the sound effects are few.

PLAYABILITY

81

The competitive nature of the trials presents challenge and the difficulty level increases continually further on.

Not really immediately exciting enough for single players.

PLAYABILITY

84

The control method is simple and instinctive to use. It's with two players that the The Ball realises its full potential, though.

Point grabbing isn't for everyone. Less fun as a one-player.

OVERALL

82

Another weird and wonderful game for the Super NES that is great for two competitive point-grabbing puzzle-o-maniacs but not necessarily the business for a single player looking for big

BATMAN RET

NINTENDO REVIEW

1 PLAYER

4 MEG

BAT GAME

PUBLISHER
KONAMI

RELEASE
TBA

CONTROL
D-PAD

GAME DIFFICULTY
MEDIUM/HARD

CONTINUES
PASSWORD

SKILL LEVELS
1

RESPONSIVENESS
OK

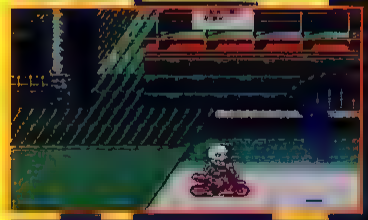
LIFE BAR SCORE
Same

BRAIN
A conversion from the film of the same name and follow up to the scores of Bat-games already available on the NES.

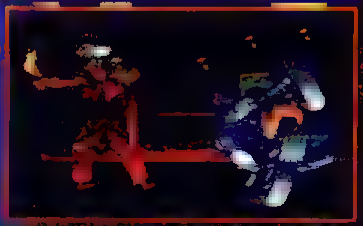
Holy Perfect Christmas Movie! Yes indeed, Batman Returns is heading toward an NES near you at high speed. For those of you who haven't seen the flick (count yourselves lucky) it concerns the dastardly Max (Penguin) Schrenck's bid for mayorship of Gotham City. Plus there's the Catwoman, an undead feline-loving secretary out to wreak vengeance on her evil boss who killed her in the first place. Oh [illegible]gh, and there's [illegible]l circus of [illegible]minals [illegible]g to [illegible] anyway.

Still, at least [illegible] was a bit of action [illegible] that's what the game [illegible] centrates upon, with Bat[illegible] traversing the horizontally [illegible] scrolling hostile environments [illegible] on foot and in his trusty Batmobile. For the most part, the game is yet [illegible] Double Dragon beat 'em up clone, [illegible] vehicular sequences are much more shoot-[illegible]uppy. Let's take a look at the game...

▲ Here it is in all its shining glory — The Batmobile!

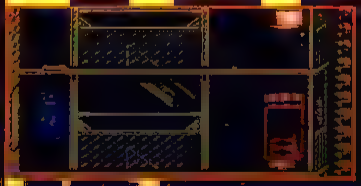


▲ Mind the skull-headed mutants of destruction, Marion!

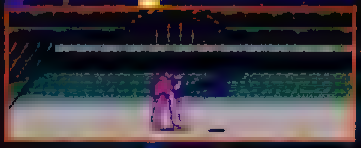


BAT[illegible] GAS CAPSULES

Where would Batman be without his faithful Batmobile? On the bus, if you think about it. But public transport being what it is, it's a good job Batso does have his fine car to be going on with, especially as it gives the programmers of Batman Returns a good excuse to bung in a driving level. Here, the viewpoint remains the same horizontal from a slightly raised standing, but instead of running around punching people in the face, Batman is able to shoot them with his machine guns! He also has a limited supply of homing missiles which are best saved for taking out airborne enemies. However, destroying enemy cars and b[illegible]kes isn't the end of them, for the bodies of the drivers fly through the air and try to cling onto your car, smashing it with their bear hands. Shou[illegible]d this happen simply thrash your car from side to side for a bit until they fall off and get run over. Hurrah!



▲ Hang out your Batsuit on the Gotham line...



The kind of question you can expect to be asked throughout the course of the game. Yawn!

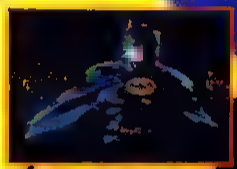
BAT SHARK REPELLANT

Although Batman is a big, brave hero who prefers to use his mighty fists and feet in his pursuit of the enemy, there are times when a sneaky bit of long-range hit and run tomfoolery is the order of the day. This is where his trusty Batarang comes in handy. However, this is not the same trusty Batarang as featured in the comics and TV show, but a cordless throwing blade of deadly sharpness. However, there's not much room for pockets in a slinky outfit like his, so he may only carry a maximum of nine Batarangs at one time. The trusty Batarang as we know it has been replaced by a hi-tech grappling gun which allows him to reach high windows and swing over things, as well as occasionally using it as a weapon against flying enemies. Use of this item is, thankfully, unlimited.

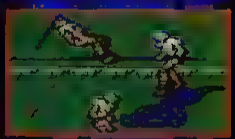
COMMENT

RAD

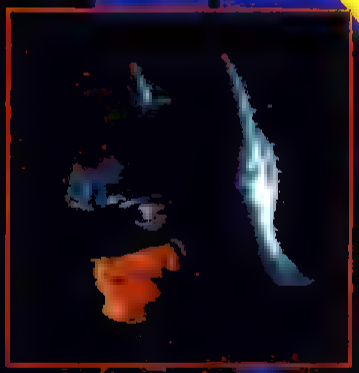
Batman Returns has got to be one of the worst looking games to shuffle onto the NES in a long time. The graphics are absolutely abysmal. The sprites are badly drawn and indistinct, the use of colour is tasteless, clashing and garish and the animation is horrible. Still, looking on the bright side Batman Returns is actually not bad. At first, the Double Dragon "influenced" gameplay seems a bit old hat and dull - for it is. But once you get into the swing of things and reach some of the pretty rock later levels it's quite good fun. There are loads of little things which make the game much better, like the zillions of animated story pieces and conversation between characters, plus some interesting game ideas such as the rooftop level where Batters is constantly sliding off the wet slates. It's a bit formula, with the standard driving sequence, ice level and so on, but [illegible] Batman [illegible] titles of late hit on the NES. It isn't exactly the greatest title on the machine, but certainly worth a look.



Only ineffective flying battarangs!



Jungle Batman attack!



How To Control

Use the joypad to move Batman around the screen. Buttons in conjunction with certain directions produce special moves, such as the sliding kick and the block.

A Jump.

B Attack/Operate special item.

S **SELECT BUTTON:** Select special item.

S **START BUTTON:** Pause/unpause the game.

Gameplay Use the joypad to move Batty through the many scrolling levels of Gotham City, sorting out the crimes of justice on his way. He uses Batarangs, Bat Grappler and other gadgets to help him in his quest. Should Batman's energy bar be fully depleted, he dies and it's game over.

REVIEW

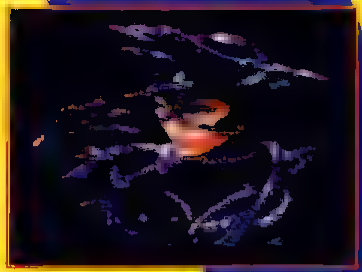
BAT RE-ATOMIZER

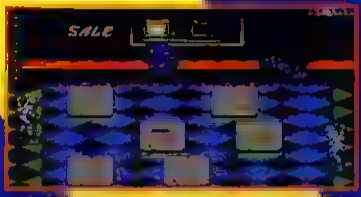
Batman is a skilled pugilist (ie he's good at hitting people), and is represented as such in the game. As well as his regular face-punching attacks, Batman has a number of opponent-maiming tricks up his armoured sleeve. Mr Wayne (for it is he) also performs spectacular leaping kicks. If things get particularly hectic, the boy Batman is also able to block one attack at a time.

COMMENT

TIM

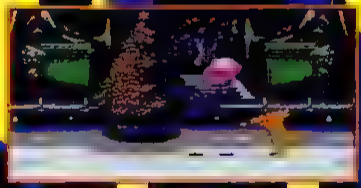
somebody somewhere has no talent when it comes to sprite definition and not a clue on colour combinations. The upshot is that BR instantly puts you in a bad mood because it looks so naff, but once you start playing the game you realise it's not actually that bad. The idea to present that game as a Double Dragon-style beater was hardly the most inspired brainwave in history, but by some strange quirk of fate the gameplay sort of fits into place and the game can actually prove a bit of a slough because there are an awful lot of fairly neat little touches to lift this cart out of the doldrums. Batman Returns could easily have started life as a different game, with the sprites and graphics changed accordingly. That said, the original game must have been fairly good anyway because this license isn't half as bad as it could have been. Batfans should take a look at this before deciding whether to fish out the dosh, and everyone else should see the cart a good hard stare before deciding to do the same.





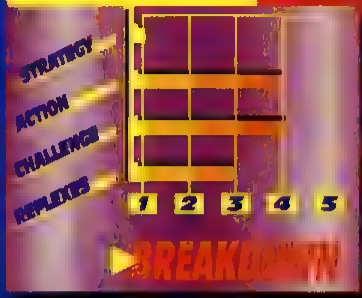
They must have got this one from the Crystal Maze.

Duck-in Nelli! Pantomime season for our Batman/Robin.



Roll out the barrel... Oh dear!

RATINGS



BREAKDOWN

PRESENTATION — 92

Levels of presentation screens, animated sequences and in-game plot-related activities. Six options, also.

GRAPHICS — 23

Overall A motley-looking visual travesty, with malformed and wobbly sprites, horrific colours, useless animation and no positive aesthetic qualities whatsoever.

SOUND — 78

There's tunes, tunes and more tunes than you can shake a stick at here. Some of the effects do sound a bit dodgy.

PLAYABILITY — 73

Quite good fun once you get into it, and there's always loads to do. It's all a bit slow, though.

LASTABILITY — 80

Plenty of levels to take on, and things get pretty rock later on. That handy password cut makes the game a lot easier to complete.

OVERALL — 74

A reasonably enjoyable game which won't set the world on fire, but is still not bad at all.

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

THE PRESS RAVES:

"FANTASTICALLY PLAYABLE YOU WILL NOT BE ABLE TO PUT IT DOWN"

GAME 5 NO.

PUSHOVER

FEATURING G.I. ANT

AN EXCELLENT IDEA, BRILLIANTLY EXECUTED - 85%

G. I. Ant™ is a soldier ant. He's extremely clever, and highly trained in tactical manoeuvres. What's more he's extraordinarily strong and super smart! His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. **Very straightforward...NOT!**

You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of mind-teasing problems. Each level has a door to the next. To open the door, the "Trigger" domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Pretty easy...NOT!

ocean

Ocean Software Limited 2 Castle Street Castlefield Manchester M3 4LZ

Nintendo MAGAZINE SYSTEM

HIGH SCORES

[illegible] month's High Scores situation has certainly improved. That's not to say that this month's bundle of efforts is anything more than shambolic! What's more, there's a few scores still standing from previous months - and pretty shoddy ones they are too. Where's your spirit of competition? Where's your rightful need for revenge and levity.

[illegible] proved to prove yourself better than the other "gamers" present on these pages? If you think you can do better than the shower on display here, send your alleged "high" scores in to me on the coupon provided below, unless of course you aren't really as good as you reckon you are...

The Score Monitor (Mk IV)

SUPER NINTENDO

ADDAMS FAMILY:
652,840 Greg Beaulay, Coventry, [illegible]

[illegible]:
2,196,450 Peter Amor, Bristol, Avon

FINAL FIGHT:
[illegible] Rad Automatic, [illegible]

F-ZERO:
89,400 Gordon Brady, Dublin, N Ireland

JOE & MAC - [illegible] NINJA:
265,800 Daniel [illegible], [illegible]

PARODIUS:
1,602,000 Jan, Hounslow, [illegible]

STREETFIGHTER [illegible]:
2,074,877 Christopher Black, [illegible]

SUPER ADVENTURE ISLAND:
472,600 Jan, Hounslow, [illegible]

SUPER ALESTE:
6,275,580 Paul Davies, Monners Central, NMS

SUPER MARIO WORLD:
[illegible] Jez Elgrich, [illegible]

SUPER R-TYPE:
6,057,100 Michael Barnsley, [illegible]

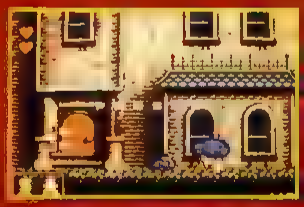
SUPER SOCCER:
4[illegible]0 Gordon Brady, Dublin, [illegible]

SUPER SMASH TV:
88, 192, 665 Scott White, Newbury Park [illegible]

[illegible] scores like this [illegible] a [illegible] of fantasy, but there [illegible] evidence to support [illegible] claims is to submit [illegible] proof into the pages.

SUPER TENNIS:
720 Dave Clay, Portsmouth, Hants

U.N. SQUADRON:
1,655,800 Graham Cook, Bootle, Merseyside



SUPER SCOPE

BLASTRIS A:
18,600 Steven Newman, Gosport, Hants

BLASTRIS B:
11,200 Jeremy Holman, Bromyard, Herefordshire

LAZER BLAZER A:
628,400 Steven Newman, Gosport, Hants

LAZER BLAZER C:
1,786,400 Steven Newman, Gosport, Hants

MOLE PATROL:
844,204 Jeremy Holman, Bromyard, Herefordshire

NES

CALIFORNIA GAMES (BMX):
68,530 Jet the Labrador, York
So where are the rest of the events scores? I want [illegible] GW, and I want [illegible] these no-one out there [illegible] the blessing of opposable thumbs!

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
254,100 Bobby Thompson, Nawhereton

DUCK TALES:
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland

GREMLINS 2:
5240 Robert Wood, Seaforth, Liverpool

HOOK:
2,170,400 Angus Swan, Scoresford extraordinaire, NMS

HYPER SOCCER:
38-0 Andrew McQuaker, Darlington, Co Durham

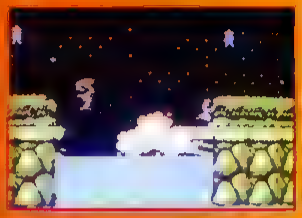
MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
23-2 playing as Russia Andrew McQuaker, Darlington, Co Durham

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SUPER MARIO BROS:
679,950 PhilipCook, Childwall, Liverpool

SUPER MARIO BROS 3:
1,420,000 Daniel Shorrock, Bridport, Dorset



GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks

DOUBLE DRAGON II:
5900 Bobby Wong, Hebburn, Tyne & Wear

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:
60-0 Ian Wilkes, Redditch, Worcs

PITFIGHTER:
$1,432,840 Anthony Druce, Henley on Thames

REVENGE OF THE 'GATOR
720,540 Tim Johnson, Reading, Berks

R-TYPE
89,950 Bob Pullen, Doncaster, S Yorks

SUPER MARIO LAND:
520,190 Gareth Jones, Stockport, Cheshire

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs
From now on I want to see *teams*, not just scores.

TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
873,930 James Harding, Sturminster Newton, Dorset

JIMMY CHIN CHAMBER

Impressed? No, neither was I. It's [illegible] to put these degenerates in their place by sending your submissions for adjudication. Our strict procedures require photographic ID of sender - so just sending these pics, no matter how sad they look! But first, peruse the corner set aside as the 'Jimmy Chin' [illegible] - for losers, cheats and the scum of the Earth.

Send Coupons to:
SCORE/LEVEL:

DEAR NMS,
I FILL OUT THIS COUPON IN THE KNOWLEDGE THAT IF MY SCORES ARE RATHER SAD YOU WILL USE EVERY OPPORTUNITY TO HIGHLIGHT THE FACT AND I ENCLOSE A PASSPORT PHOTO.

I WISH I COULD PLAY GAMES AS WELL AS THE NMS BOYS, BUT THESE SCORES WILL HAVE TO DO
NMS
30-32 Farringdon Lane,
LONDON
EC1R 3AU

NAME: _____
ADDRESS: _____
_____

SYSTEM:
GAME TITLE:
SCORE/LEVEL: _____
GAME TITLE:
SCORE/LEVEL: _____
GAME TITLE:
SCORE/LEVEL: _____
GAME TITLE:
SCORE/LEVEL: _____

Q+A

READER SYSTEM

More questions! More answers! It's Q+A time again as Jazza kick starts his brain and gets ready to answer life's little problems. If you've got anything you need to know, write in to ol' clever dick Jazza at: FLIP ME ITS COLD OUTSIDE AND I'M ONLY WEARING MY Y-FRONTS Q+A, NMS PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

Q ...OUTSIDE

Dear Jaz,
Megad[illegible]
[illegible]
1. Is WWF a button basher as with my Megadrive version because that nailed my joypad up after a while?
2. Which is best: F-Zero or F1 Exhaust Heat?
3. Is Super Probotector the same as Contra Spirits?
4. Is UN Squadron as good as it looks?
[illegible] will Sensible Soccer and Axelay finally be released for the Super NES?
Thanks you very much
Michael Price
Southampton

A

JAZ:1. It is. But you don't have to smack the buttons to death - quick, gentle presses will do just as good a job as hammering them. 2. Hmmm. F1 has more variety and I really like racing cars so I guess that's what I'd choose, but to be honest they're very close in terms of quality. 3. Indeed it's. 4. Yes. 5. Soon!

Q THE DTS

Dear Jaz,
To cut a long story short, please answer these questions
1. Is the Super NES version of Joe And Mac Caveman Ninja any good?
2. When will Sensible Soccer be out? I've played it on my Amiga and it's ace, but will it be made better for the Super NES?
3. When will Terminator be out as it looks brilliant?
4. What is Black Belt Street Fighter II?
Paul Smith, Swindon

A

JAZ:1. It's very slick and the graphics are great, but the problem is that the gameplay's not very exciting and it's very easy to complete. 2. Probably by Summer next year. I spoke to my good ol' mate Jops at Sensible Software (the game's programmers) and he reckons it'll be even better than the Amiga version! Wowzer. 3. Early in the New Year - wait for the review as looks can be deceptive. 4. A faster version of the normal game.

Q [illegible]

Dear Jaz,
Please print my letter as I think a few other people would like to know the answers to my questions. Here we go...
[illegible]
Lemmings, Mickey Mouse, and The Lost Vikings [illegible] released for the Super NES?
2. Is the film Animal Farm [illegible]
3. I think Utopia is brill on the PC, when will it be [illegible]
[illegible]
company should I buy it from?
5. When will the 32-Bit cart be available?
Thanks,
Martyn Boyle, Port Talbot
PS: I think your mag is great, and so was the Street Fighter II video

A

JAZ:1. At present Star Wars is scheduled for March, Lost Vikings is also March and Mickey Mouse has no release date as yet. 2. Personally I don't think so. 3. Gremlin are converting it as we speak. No release date has been set as yet, but from what I've seen it looks ace. 4. It's the same as normal Final Fight. 5. Not for yonks yet.

Q PINK ELEPHANTS

Dear Jaz,
[illegible]
for the Super NES?
2. When Mario Paint and the mouse come out, will it be possible to use the mouse with games like [illegible]
3. [illegible]
4. How many levels can you do on Lemmings?

A

JAZ:1. Not at the moment. 2. On some games yes - it'll tell you on the game packaging whether you can or not. 3. Dunno - ask me when I've seen it. 4. Not as many as I know I could do it if I tried a bit harder.

Q YOU LOOKING AT ME?

Dear Jaz,
Please answer my questions:
1. Is EA Hockey any good on the Super NES?
2. [illegible] NES?
3. Are [illegible] coming out for the Super NES?
That's it for now, keep up the good work [illegible] buy everything.

A

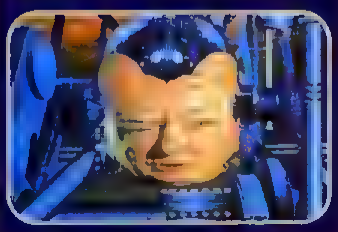
JAZ:1. It's okay, but not as good as it could have been. 2. Mario IV. 3. Don't be [illegible]

Q SAY HELLO TO MY LITTLE FRIEND

Dear Jaz,
Please will you answer the following questions about my trendy Game Boy?
1. Is it possible to get my Game Boy to run through a TV like they do in the GamesMaster Zone at Comet?
2. What is your all-time favourite Game Boy title?
3. Have you got any news on any future Game Boy titles?
4. What is your opinion of WWF Superstars 2?
5. Are there any extra life cheats for Tiny Toons?
Ian Lea, Wigan

A

JAZ:1. Not without buying special equipment that costs about £1000. 2. Predictably, it's Tetris. 3. Keep reading the magazine - we print everything we can. 4. It's pretty good - but not brilliant. 5. Naaaah.



LEARN FROM THE MASTER

Dear Jaz

Yo NMS, the totally hip hop, happening, well-cool, radical magazine for Nintendo

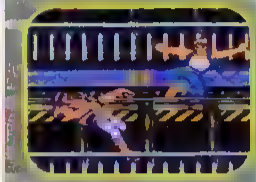
I would be totally thankful if you could answer my questions

1. Is there any way of getting back issues of MEAN MACHINES eg nos 1-5?
2. With my pocket money I'll only be able to get SNES games every couple of months, so could you tell me some games that would last that time?
3. What rating did Super Ghouls 'n' Ghosts get?
4. Will any more Neo Geo games come out on the Nintendo?
5. What's Streetfighter 3 like?
6. Is Nintendo working on Super Mario 5?
7. Which is the best type of monitor to get out of Sony, Philips and Mitsubishi?

Eoin, Ireland

JAZ: 1. No. 2. Read the reviews and then check the game out. Super Mario Kart and, when it's available, Super Star Wars should do the trick. 3. Check out the index at the back of the mag. 4. Yeah, there'll be more information next month. 5. Not telling. 6. Yes. 7. Whichever one is the cheapest.

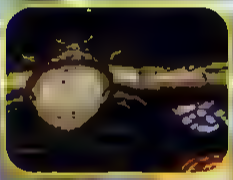
QA action



QA action

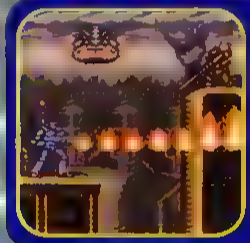
WOOF!

JAZ: 1. No. 2+3. Check out the index at the back of the mag. 4. Put the blocks together correctly and keep on making lines. 5. Keep reading the magazine to find out. 6. Sorry, I haven't got any. Anyway, you don't need cheats for it - it's really easy. 7. Is that a question or a statement?



QA action

FIVE-HIT FIST FRENZY!



Dear Jaz,

Please could you answer these questions for me.

1. Are Contra Spirits, Contra 3 and Super Probotector all the same game?
2. What is the release date for the Super CD?
3. Is F Zero any good because my mate says it's crap?

Stuart Sharp, Stoke-on-Trent, Staffs

JAZ: 1. They are indeed. 2. It hasn't been announced as yet. 3. Your mate's talking out of his behind - it's great.

SMACK LIKE A CAR CRASH

Dear Jaz,

After [illegible] hours of deep and totally pointless thinking I have [illegible] questions that are very beyond most people's understanding [illegible] present you with these questions in the hope that your vast intelligence of the console kingdom will be able to answer them for me, please.

1. As you know a lot of music magazines give away free CDs with their mag. So with the SNES CD-ROM being developed and the Mega CD soon to be given a UK official release, would it be possible to give away with NMS and MEAN MACHINES SEGA CDs containing a variety of demos, and maybe even a full game for these machines as CDs are a lot cheaper to manufacture than carts?
2. Why are there so few officially released NES American football games in the UK?
3. Do you know if any Super Scope software is being developed?

Ricky Farnfield, Ashford, Kent

JAZ: 1. Watch this space. 2. Because there are only two in existence and neither particularly good. 4. Yes, there's quite [illegible] in the pipeline - more news in the [illegible]

EEE, AAWW!

Dear Jaz

Please could you answer these questions for me

1. Is there ever going to be a Double Dragon 4 for the NES?
2. When is Lemmings coming out for the NES?
3. Will any of the following Super NES games come out for the NES: Spindizzy Worlds, any Simpsons game, Super Mario World, Super Mario Bros 4, Super Mario Kart, Zelda 3?
4. Is there any such console as a 24-BIT? If yes is these going to be one made by the Nintendo company?

Serena Elisa Ishak, Sunderland, Tyne & Wear

JAZ: 1. Possibly - but not for a while yet. 2. January. 3. No, yes, no, no, no, no. 4. Yes.

Q+A

READER SYSTEM

Q YOU AND ME AGAINST THE WORLD

Could you please solve these questions for me:
1. Is it true that Street Fighter III is in France?

A

JAZ:1. Non. 2. I don't think it will ever appear officially - anyway, it's so naff who cares? 3. Super Tennis.

Q SOMERSAULT STOMACHS

A

JAZ:1. Not at the moment. 2. King Arthur s World is the best. 3. Axelay. 4. **Streetfighter II, Super Mario IV, Super Mario Kart, Super Star Wars and Zelda III. 5. Some of the chips inside the machine are 32-bit**

Q WHERE AM I

Dear Jaz,
Could you answer my Super NES questions please?
1. I have the game Super Double Dragon which is excellent but my main criticism is that you don't get to rescue your girlfriend. Is there a special way of doing this?
2. How is Rival Turf II coming along?
3. What is the release date for Alien 3?
4. Will we see film tie-ins for the Super NES CD system?
5. What's the cheat for Street Fighter II to get Champion Edition?
John Fowler, Broxbourne

A

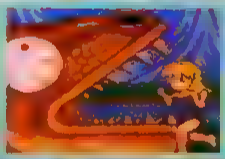
JAZ:1. Not that I know. 2. As far as I know, fine. 3. Not sure yet - it's still being tweaked. 4. Ooh I should think so. 5. There isn't one

Q EDITING THE NES MAIN FUSE

Dear Jaz,
I have just this moment finished reading the letter to you in the October edition of NMS regarding the blowing of the Super NES fuse when using the adaptor. My questions are as follows:
1. Is this the case with all sorts of adaptors - ie: ones for British to American and Japanese?
2. Are there adaptors which use one game rather than two?
3. Will the fuse definitely blow?
4. If it does, where can I get the machine repaired and how much will it cost?
James Bowskill, Kilowick

A

JAZ:1. Yes - when you run any sort of adaptor that uses two cartridges, it overload puts your machine's fuse at risk. 2. No. 3. As I said, extended use DOES put your fuse at risk. 4. A computer repair specialist, and he can charge anything up to £30.00!



Q SECRET BOTTLE

Dear Jaz
Please answer the following for me
1. When does Steel Cage Challenge come out for the Super NES?
2. When will the personal organiser come out for the Game Boy, and how much will it cost?
3. Is Super Mario Land II for the Game Boy similar to Mario World on the Super NES?
Darren Rode, Cockfosters

A

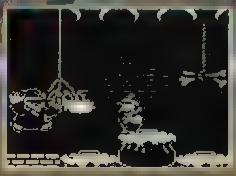
JAZ:1. Not for ages yet - programming is still only just underway. 2. If it ever gets released I should think it'd be at the normal £24.99 price - but it's doubtful that it'll ever appear in this country. 3. Similar-ish - it has some of Super Mario World IV's features, but many more of its own.

Q HIP FLASK

NES games room? All my local shops only sell crap games like Donkey Kong and Cr[illegible]
3. Where the hell can I commit suicide? [illegible] in a vat of [illegible] to no avail. Please [illegible]

A

JAZ:1. No. 2. Well, you do live in Wrexham - what do you expect? Comet and Toys R Us both have good stocks if you can get someone to take you to your nearest store. 3. Eh? Call the Samaritans pronto, you sad man!



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INTER ACTION MAILBAG

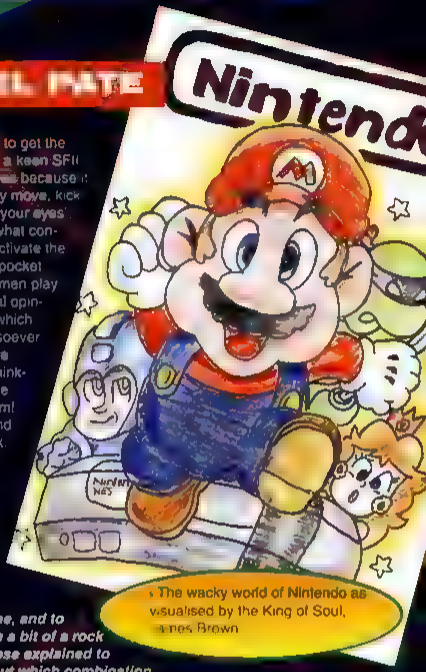
Here he is... put your hands and flippers together and welcome the Nintendo Magazine System SEAL Quality. Who is he? Where does he come from? What does he stand for? Who cares! All we know is that from now on, S.E.A.L will be answering the letters around here and doesn't take a tripe from anyone. So if you've got something to say, you've drawn some pictures or have incriminating photos, send them in to: PUSH OUT THE ENVELOPE WITH THE SEAL MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

COD AND CHIPS

Dear SEAL
I am writing to complain. Not about the brilliant mag with ace reviews and top tips, no no, I am writing to complain about the [illegible] bag. The first issue of NMS was £1.50, the [illegible] 50 and the [illegible] was £3.95. I know the Gilla [illegible] SFII transfer and video were [illegible] the price. I filled in the questionnaire [illegible] and told that I would pa[illegible] main problem is that I [illegible] get a copy of issue three because they had sold [illegible] before I could get the cash together!
Paul Forster, Rackham, Kent
SEAL:That's the problem! The Streetfighter II video was so massively successful that we sold out very quickly. We're hoping to be offering a back issue service very soon indeed - stay tuned.

MACKEREL PATE

Dear SEAL
I recently bought issue three to get the Street Fighter video, as I am a keen SFII fan. The reason I bought it was because it said on the front cover "Every move, kick and punch explained before your eyes" which, I presumed told you what controls to press to activate to activate the special moves. I paid all my pocket money to view two retarded men play a full game and give personal opinions on each player in turn, which held no interest for me whatsoever. Come on NMS, surely you've conned a lot of people into thinking they could finish the game with any character no problem! Also may I ask for a full refund or a SFII special moves book.
Chris Milbourne, Newcastle-Upon-Tyne
SEAL:If you had any intelligence and perused your Streetfighter II instruction manual, you'd soon find out how to do all the special moves. The rest of the moves are quickly learned by playing the game, and to be honest you'd have to be a bit of a rock salmon to have to have those explained to you. The video was all about which combination moves worked best and how to use them to their best advantage and become a master. If that's too much for you I suggest you take up something more suited to your abilities, like harpoon spotting in the Arctic Circle.



The wacky world of Nintendo as visualised by the King of Soul, James Brown

HALIBUT SAUCE

Dear SEAL
[illegible] I would like to say that I couldn't believe my eyes when I saw the British version of SFII. It was appalling compared to its Japanese counterpart. The picture only fills half the screen, whereas the Japanese version doesn't leave a space. Another thing is that a lot of people would pay for the official version to become available believe they would be prepared at around £[illegible] only to find out it was actually £5? It's a disgrace. If I owned a UK Super NES I would buy a co[illegible] and a Japanese copy. If [illegible] the picture and it's not a[illegible]
Thomas Elliot, St George, Bristol
SEAL:Ah, you are forgetting something rather important! When you play Japanese games on a British machine, they are just as slow as their official counterparts. The only way you can play games at Japanese speed is by playing them on a Japanese SCART machine.

DOVER SOLE SURPRISE

Dear SEAL
I've just made a shocking discovery. While flicking through some prehistoric back issues of CVG I discovered that the Street Fighter that we all know and love is in fact not SFII but SFIII! How do I


Cyborg action ahoy! Great, from another reader who [illegible] code his game. Deb

explain this you may be wondering. Well, do you remember a game called 'Human Killing Machine', subtitled Street Fighter II? This ancient relic never actually made it to the arcades but was released on the 8-Bits of the time by US Gold. What a discovery eh! By the way, on your video you showed Guile's four-hit combo. How the heck do you do the Sonic Boom so quickly after the mid-punch? Apart from that your mag is brill, a lot better than the rest.
Daryl Roughley, Old Colwyn, Clwyd
SEAL:Ah! Human Killing Machine was never really a Streetfighter game - it was just based around the same principles, so doesn't really count. Regarding your combo question, Jazza's rather unhelpful answer was "What you've just witnessed is the power of the master."

COD AND CHIPS

Dear SEAL
You had a letter in NMS issue two about having female reviewing staff. Well, I am not female, but I would like to know how to become an NMS reviewer. What can I do? What qualifications do I need?
Stuart Brett, Lowestoft, Suffolk
SEAL:First and foremost, good writing skills are required. Take subjects like English and history which encourage writing and read plenty of books. Once you think you're proficient, write a sample review and send it off to a variety of magazines and keep on pestering them until you get a break. [illegible] work, but if you're dedicated and have the [illegible] you'll get a job in the end.

TUNA SANDWICH

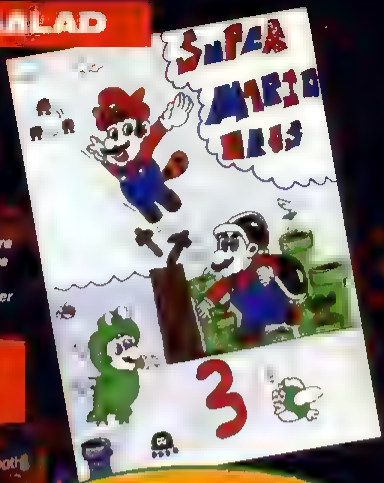
Dear SEAL
Congratulations on the rather shoddy video. Although somebody is obviously squeezing you in a rather nasty place in the end, Jaz and Gaz always speak like that. However, you didn't explain how to do anything moves - [illegible] instant Sonic Boom - and lost £2 a bit much [illegible] minutes of tape? Moving [illegible] on, do you know why Nintendo are selling [illegible] shouls 'n' Ghosts themselves? All other Capcom games (released by Capcom) are £50 but Super Ghouls n Ghosts is only £40. Have Capcom gone bust in Britain and, if so, will the previous games now become cheaper? Also if, as you claim, you are not affected by Bart [illegible] explain the sudden lack of mail order adverts? I think [illegible] if, or indeed when, you print this letter, make sure you print my fabulously Polish name this time as I became believed I had appeared in [illegible] of this [illegible] when you [illegible]
Steven [illegible], Ireland
SEAL:We only had a limited amount of time (it was 30 minutes, and not 20) and Jaz and Gaz tried to squeeze in everything they could, so obviously things were missed out. [illegible] I think they covered plenty, and all the moves can be done with practice - just study [illegible] using a freezeframe. Regarding mail order adverts - because we're such a quality mag, our advertising rates are too high for them, so they go to cheap 'n' nasty magazines that offer the [illegible] 'n' nasty deals.

SHRIMP SALAD

Dear SEAL
I own a little silverfish with a lovely singing voice. In your mind, you picture my silverfish, but you don't know him at all, oh no! And you never will either.
PS Is Super Snail Hatch coming out for the Super CD?
Mr Rusty, Warmington-on-Sea
SEAL:And to think, trees were felled, human resources were used, energy was expended and money was paid to bother me with this drivel.

CRAB ROLL

Dear SEAL
I read your magazine every month and wait with baited breath for every issue to arrive on the shelves, however I must say that things are getting a bit out of hand with the cover mounted gifts. Not that I object to a video of Street Fighter II or, indeed, anything else that is of interest to video gamers like myself, but a free gift should be exactly that: a free gift. I mean, what comes next? The full set of volumes of the Encyclopaedia Britannica free with NMS for only [illegible] As both of my machines are Mega Drive and a Gameboy and an [illegible] I don't object to the mega-drive being [illegible] but, since then, I've had to fork out twice as much for both games. I still buy Mean Machines Sega to see what's good on the other side, and now [illegible] are [illegible] £4. Come on! I'm sure that many readers are going to be [illegible] if this carries on and will probably give up buying one or the other if not both in favour of buying some other mag. I don't want to but then I don't go for paying paying for something that, in the end, I might not want. Thanks for your time anyway and I hope



Super Mario Bros 3 in glorious technicolour from a talented but nameless person. Who are you?

PLAICE SUPREME

Dear SEAL
People seem to think that sonic is better than Mario but I think Mario 1 is better than sonic II because I just bought Mario 1 and sonic II and sonic II is completely [illegible] the split screen part is completely crap and [illegible] Mario 1 is better than sonic II. There I have [illegible] and you can now insult me.
David Maxwell, Manchester.
SEAL:There's no point. No matter what I said, it would be way beyond your intellectual capabilities.

OYSTER DESSERT WITH LOBSTER PATE

Dear SEAL
[illegible] and I were wondering if you were really [illegible] you seemed to know [illegible] on that video and we were wonder[illegible] and I could come in and challenge you to some games. If we win we [illegible] your [illegible] everyone would be happy and we'd all be [illegible]. What do you think then?
Alan Williams, Birmingham
SEAL:Watch out for the NMS Challenge - where we'll be giving the chance for readers to come in and test their mettle against the team. Until then, you'll just have to stay left out...

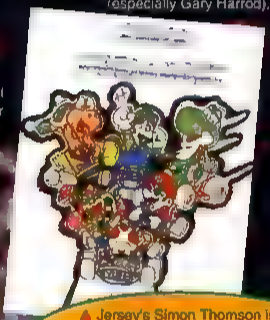
Karl Hanney, Castleton
SEAL:We don't advertise that [illegible] are free - they are a [illegible] that comes part and parcel [illegible] the magazine. Do you realise that it cost us over £250,000 to make the video - that's why we can't give it away. £4 for a video is as high as we'll ever go, and from now on you'll see far less expensive gifts on the front of each magazine - the videos were really a special thing!

DOAGH - DOH!

Yo SEAL!
Instead of slagging off Wrexham (for a change) you should slag off Doagh. It would be nice to see Doagh mentioned in a mage-zine. Here is why you should change to slagging Doagh. You know it is small and cack like a Game Gate. It only has eight shops and three of those sell groceries. Basically, it's as much fun as being locked in a room and [illegible] to play Road Fighter [illegible] Nintendo albums. Please take the mick out of Doagh on a regular basis or I will hire wee Jock Poo Pong McPlop the Aberdeen toilet cleaner to come round to your house and fart in your pet goldfish's face, you flatulent git.
:David Hall, Doagh, NI
SEAL:You know, it's sad that you want us to slag off your home town when you lend yourself so perfectly to being the son of that bloke who presented It's A Knock-Out all those years back...

SF2 FOR THE EMBRYONIC

Dear SEAL
First of all I would very much like to thank you lot at NMS for the mega-funky free gifts. Secondly, as you are all brilliant at Street Fighter 2 (especially Gary Harrod), I would like to know how to get some of the special moves like the Cyclone [illegible] the Fire, [illegible] and kick, etc. I [illegible] Street Fighter [illegible] to [illegible] at it, please help, as I'm getting annoyed with the game now.
Philip
Ward,Kingsthorpe
SEAL:Here's an easy way to perfect all those tricky moves: buy the game, open the box and carefully read the accompanying instruction book. Simple, really.



▲ Jersey's Simon Thomson is the man behind this excellent Super mario Kart pic

PRICING PROBLEMS

Dear SEAL
I know many people feel annoyed at the general high price of console software in this country, but I feel Nintendo deserve an award for the level of cynicism sown in their pricing policy for the first official releases on the British Super Nintendo.
Even though the price of Sega games are unnecessarily high as well, with most releases you know roughly how much you are going to pay (normally £35 - £40). However, Nintendo seem supremely unconcerned about price stability and more concerned with deceptive price strategies. I know it's too much to expect a company like Nintendo to actually care about their customers, especially when they're easily exploitable teenagers, but how can they justify pricing their first releases (F-Zero, Super Tennis) at £40, the next batch (WWF, Castlevania) at £45 and now I've just discovered that Final Fight will cost me £50. I'm sorry, but I didn't realise that inflation rates were running quite that high. For goodness sake, £50 for a game which is several years old and can be picked up for a bargain price from most grey importers! yet people will pay it because of the guarantees which accompany official products.
The problem is that the control Nintendo exerts over its licensees means that there is no competitive pricing for software on a single machine. I'm sure Nintendo would claim that this is to ensure quality control, although judging from some of their past releases it seems more like a chance to charge ludicrously high prices. I read recently that parents in the U.S have begun civil action against Nintendo to prevent them monopolising the market and charging high prices. It's unlikely that anyone over here would have the resources to take on such a powerful company, but I hope that ripples such legal action will cause will prompt them to think about their pricing policy and stop ripping off the public.
David Read, Southampton
SEAL:Here at NMS we are also concerned about the unusual price of gaming - and recently the Office Of Fair Trading stepped in to see what's what. Obviously cartridges are dearer to buy as more development time and cost goes into their manufacture, but why they vary so much is beyond us. Obviously, something like Street Fighter II costs more, because of the larger memory size, but hopefully 1993 will see the stability and lowering of game prices.

SAY CHEESE

Dear SEAL
I've got a Game Boy and 42 billion games, and I'll swap it for a slice of your Dairylea.
Ben Wilson,Ipswich
SEAL:OK, I'll just scrape some up for you now...

NOBODY'S PERFECT

Dear SEAL
I am writing to criticise your review percentages because I think they are too high. For a game to get 100% it should be perfect in every way. I play one game dawn until 12 [illegible] the rest of your life or until screen [illegible] or you get tired.
You may say 100% means the maximum capability of the machine but every game has a flaw. You've never given a game 100% but [illegible] games have got 98%. I have all these games. I find that Mario [illegible] Mario 4 can be very frustrating when you can't do a level and get killed at the same point every time. I completed Mario 4 on my second evening of playing, and after a few weeks I couldn't be bothered playing it or trying to find any hidden levels. It must admit Street Fighter 2 is [illegible] hard to do the moves because you forget the combinations of buttons and you stick to the same basic moves. I would give Mario 3 91%, Mario 4 83% and Street Fighter 2 92%. A game you give 85% to should get around 70% and the whole scale should be moved downwards.There are so many megagames you say deserve a place in your collection that it is impossible to buy them all unless you get £100 a month, which is pretty unlikely. If all games which got 95% were megagames it would be a lot easier.
Nick
Newton,Winterslow
SEAL:You've contradicted yourself there. You say you want a game that will last for ages, and then moan because you could stuck in Mario - surely that's the lasting appeal you're after! In addition, perseverance with Street Fighter II reap massive rewards and the special moves soon become instinctive - again another vote for its lasting appeal.

▼ Unfortunately, the person responsible for this gaudy Mario effort didn't include their name!

▲ A. Nonymous sent in this Snake Rattle and Roll effort – it makes a change from Mario pics.

A DINLO WRITES (WELL, TRIES TO)

SEAL
Yellow.

Bouncy.
Long.
Thin.
Slippery.

BANANA!!!
Look out, it's behind you!
A. Banana, Bananaland, Custard Pie [illegible]
SEAL:Give me an 'S', give me an 'A', give me a 'D'. What have you got...

MORE BAD RANTINGS

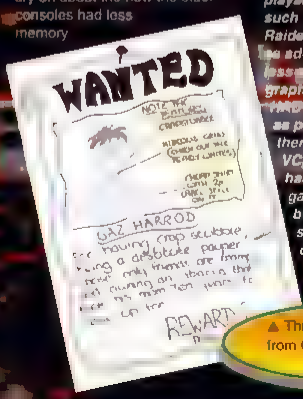
Dear SEAL
I own a ZX81, but people think my ZX81 is crap compared to the Super NES pleez correct them.
Simon Hilton, Isle of Man.
PS. ZX81 rules OK.
SEAL:Oh yes, Simon, of course it is, now get back to knowing those buttons on your walls.

GET A LIFE

Dear SEAL
Before I start my letter I would just like to [illegible] you on your lush sense of humour. Now, on to the real reason I've written to your cool magazine. For a while now I've been wanting to express my views on consoles. The thing that really arouses [illegible] of pathetic, whining, crying game addicts out there. I [illegible] the type of people who have nothing better to do every minute of every day than to sit and vegetate in a chair in front of a [illegible] playing their favourite games for hour upon end. Do [illegible] views?
Not many will [illegible] my views and they'[illegible] there are [illegible] minagee, slobbering, half [illegible] there [illegible] anti-social and stu[illegible] their school [illegible] Why don't they [illegible] out or [illegible] or [illegible] own a Super NES. I [illegible] like [illegible] off. I also hate the way that people are [illegible] on about [illegible] computer is best. Don't the[illegible] matter is always [illegible] come out. Please [illegible] this [illegible] necessary that people sit up and realise what they [illegible] to [illegible]
S. Ev[illegible]ridge, Essex
SEAL:[illegible] but to the other extreme, the Super NES was best for two-player games and offers a brilliant way of passing an evening with mates. It's obvious you subscribe to the 'games player = anorak wearing sadomasochist' [illegible] is about as true as saying 'nobody is a pink elephant, therefore all elephants are pink.' And if someone does want to spend their time in front of their Super NES all day [illegible] what? They're not hurting [illegible] used to 'it takes all sorts, dear boy.'

PLAYABILITY VS PROGRESS

Dear SEAL
1In reply to Rob Robinson and other nerds with the same views, I agree that playability IS the most important factor to think about when purchasing a console or game [illegible] of consoles and games in [illegible] the time, [illegible] playability [illegible] be there? I'm sick of hearing about how the Atari and [illegible] games systems are vastly [illegible] in terms of playability [illegible] a load of crap! OK, so there are some decent games (my personal favourite being Bruce Lee), but could you imagine an Atari [illegible] coping with the speed and [illegible] of Smash TV or Contra [illegible]? Has it got through to you [illegible]? OK, then what about Street Fighter 2 on the crappy old Grandstand console? Do you think it could cope with all the moves and players involved in making the Super NES version so good?
You will probably write in now and cry on about the how the older consoles had less memory to do such games, and that's fair, but I don't think that there's any console or computer game in the world that matches the Playability of those of the more powerful consoles, such as Sonic, Street Fighter 2 and Mario World. With about 99.9% of computer fans looking eagerly forward to the future, I'm afraid you'll be left behind playing on your sad early Eighties consoles.
:David Smith,Calverton, Nottingham
*SEAL:Of course it's not fair to expect the Grandstand machine to handle Street Fighter II - there's over fifteen years between the two! In fact, your argument is about as fair as putting a World War II bomber up against a MIG29 in an aerial dogfight. Of course the VCS or the Intellivision can't compete with the Super NES - what did you expect? However, whereas the older consoles are dated, the games still prove to be playable today. VCS classics, such as Q*Bert, Centipede, and Raiders Of The Lost Ark are still as addictive today, and with less memory to spend on graphics, the programmers [illegible] them as playable as possible. I bet you that there were less disgruntled VCS owners who felt they had wasted money on a game than someone who bought the graphically-stunning but completely dire Blazing Skies or Paperboy II.*



▲ This must have come from Gary's mum

HO-HUM

Dear SEAL
I couldn't help noticing that a Mr Christopher Adam had written to you saying that computers aren't everything.Well, Mr Adam, I think you are jealous as you probably own an Atari VCS. Yes, I own a Super NES and am quite proud of it. I also don't think that you are grateful that humans are making such great machines. you also said that Dominic Diamond is not good at presenting gamesmaster. Well, [illegible] for Cadbury's cab[illegible](?), he's doing a better job than you could. What's the point of presenting a video games programme if the presenter doesn't like video games?
Kevin Lat[illegible]ion
SEAL:[illegible] know. Good isn't he tell us challenges...

NHS

WELCOME!

Greetings, and welcome to the NHS. We may not have many beds, but by crikey have we got tips for you - and you do not have to wad sheets for them, either! So, peel yourself a grape and help yourself to some Milk Tray as we cure all your problems.

SUPER NINTENDO

THE LEGEND OF ZELDA PART 2

In the second part of our massive Zelda guide, we reveal the many objects Link may encounter on his travels. In addition to this, we also present a Q&A section where the most commonly-asked qustions are solved once and for all. It's the best guide going for one of the best Super NES games - and it's continued next month

TIPS AND TACTICS

With so many games available for the Super NES, NES and Game Boy, we've introduced a proper small tips section which offers help and advice on as many of the latest games as possible. This month, we unveil useful cheats for Spindizzy Worlds, Super Star Wars and that old fave, Contra (AKA Super Probotector) - just to keep owners of older games happy, too! Are we kind or what!

SUPER NINTENDO

PARODIUS

Konami's weird shoot 'em up features more than its fair share of surprises. As well as end-of-level ballet dancers and fire-spewing parrots, there are countless weapons to collect and goodies to be had. We reveal what's what in the wacky world of Parodius, and give you everything you need to complete the game

[illegible] we take another [illegible] through the [illegible] of [illegible] to [illegible] hints in your quest for the Tri-Force. [illegible] month's guide to game of the Light World [illegible], we now [illegible] some of the less attractive aspects of the Kingdom - the evil forces [illegible] the heart of the Old [illegible]. On a [illegible] there's an old [illegible] objects and [illegible] tion and answer [illegible] dealing with the trickiest puzzles in the game.

GENERAL INVENTORY

A list of all important objects in general use around Hyrule, and their locations

LAMP

Found in Link's house, the lamp allows access to dark places. Whole rooms may be lit by using the lamp near torch holders

SHIELD

There are three shields for Link to carry for protection. Two are found in the Light World

1. Link is given a shield by his uncle. It protects him from frontal attack if he isn't lunging.

2. The Red Shield is a step up in protection. It can be bought from a merchant for 500 rupees. The third shield lies deep in the Dark World

SWORD

There are four types of Sword used in our hero's quest. Three are found in the Light World

1. The Fighter's Sword is given to Link by his uncle. The special spin attack increases its power

2. The Master Sword lies in a stone in the far north of the Dark Woods. Recovering it requires the three pendants. The Master Sword is needed to fight the foes of the Dark World

3. The Tempered Sword is gained by Link from the Blacksmith. He does the job as a favour for recovering his pal from the Dark World. Locate him in the southern end of the Village of Outcasts. The secret of the final sword lies in the Pyramid of Power in the Dark World

BOW

Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies

BOOMERANG

Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies.

BOTTLES

Put faeries, potions and bees into glass bottles. There are four to be found

1. From the merchant in the village

2. From the chest in the Inn at the village

3. From the Lazy Guy, who lies dozing under the bridge. Find him by swimming up river. The fourth bottle is found is the Dark World

THE BUG NET

Found at the Sick Kid's house. Use to catch faeries and bees. Caught faeries should be put in bottles.

PEGASUS SHOES

Take these as a gift from Sahasrahla for getting the pendant of courage. By holding down the A button Link now has a new attack. The charge attack is also used to knock objects off shelves.

MAGIC POWDER

The Witch's gift has many secret uses, which are up to the player to discover. It's main purpose is to awaken the spirit which lives in the well near the Blacksmith's House. On discovering how to get down there, sprinkle the dust on the altar. As a reward Link's magic bar will deplete at half the normal rate in future

MOON PEARL

Found in the big chest of the Mountain Tower. The pearl is essential for moving in the Dark World as it stops our hero from turning into a fluffy bunny (which is a slight disadvantage)

THE BOOK OF MUDORA

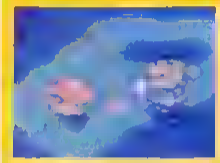
The library at the southern edge Kakariko village is the home of this ancient book. Its runes allow you to translate ancient inscriptions in several places. the door to the Desert Palace, the plinth of the Master Sword, and the Stone tablet of the Ether Medallion

POWER GLOVE

This mitt confers powers of lifting far in excess of the average human. It's found in the Desert Palace. Whilst wearing it grey rocks of any size may be lifted

MAGIC MUSHROOM

A strange fungus, not to be eaten, but given to the Witch who lives on the way to the Waterfall of Zora. In return for this ingredient she will tell you to come back later for



BOMBS

Bombs are found everywhere across the Light World, but the village is the easiest place to buy them. Placed next to weak walls (shown as cracks) they uncover entrances to hidden chambers

ZORA'S FLIPPERS

Zora is the water spirit and finding him involves quite a trek. Follow the path North along the river bank, heading past the Witch's house until you reach the waterfall. Walk through, and follow the shallow water path to the second waterfall. Zora emerges and demands a hefty fee for his flippers. So have plenty of Rupees. With your purchase you are able to swim in the deep water areas of Lake Hylia and use the whirlpool warps.

MAGIC MIRROR

The man lost in the Death Mountain tunnels gives our hero this; the most important object of the game. The mirror is your path from Dark to Light worlds. Travelling the opposite direction is trickier, and is only possible via the warp tiles. The other use of the mirror is to return to the entrance of a dungeon if you get stuck or want to escape quickly

ICE ROD

The first magic rod is hidden in a cave on the East side of Lake Hylia. Possessing it means being able to freeze many creatures in their tracks. There is an opposite rod, using fire magic which lies in the Dark World

MEDALLION

The power of this medallion is embedded within the tablet on top of Death Mountain. Find it by taking the bridge to the ledge outside the Tower. Link needs the Master Sword and the Book to read the incantation. Once granted he may invoke the medallion's power to freeze all the enemies in a chamber. The cost in magic energy is high

FLUTE

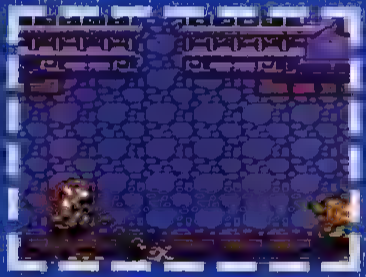
Getting this object requires a bit of work in the Dark World. However it is to be found in the Light World, hidden in the Haunted Grove, near where the boy pipes. The flute serves its purpose at the weather vane, when it releases a huge bird. Whenever the flute is used again, the bird is summoned to carry Link to locations dotted over the whole Light World

THE BESTIARY CONTINUES

'Herein lies tales of monsters of the Light World, and their weaknesses perceived by adventurers of Hyrule. Mark well these cautionary tales.'

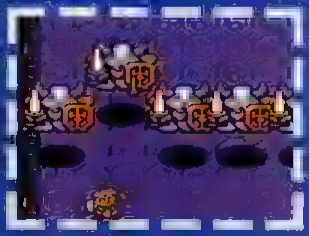
THE PALACE - THE BALL AND CHAIN TROOPER

The Gaoler is assigned to guard the most important prisoners. This he does with his ball and chain. The weapon is swung in a circle and extends beyond Link's sword reach. The best way to deal with The Gaoler is to stun him with boomerang, before using a fully-powered spin attack immediately afterwards.

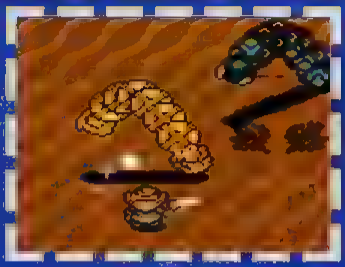


THE EASTERN PALACE - ARMOS KNIGHTS

A complement of Six Armos Knights guard the first pendant. They move in drill formation, so learning their attack patterns is easy. First, they spread out and circle, so stay near the screen edge. Then they attack in a straight line. Concentrate Link's arrow fire on one as they approach. Take them out one by one as they repeat the pattern. To deal with the last knight, keep moving and be ready to use a spin attack.



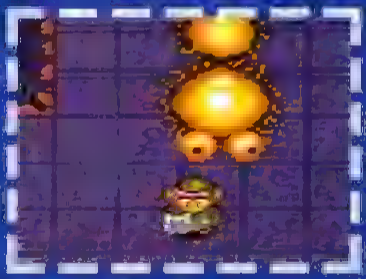
THE DESERT PALACE - LANMOLAS



The soft sand of the Western Desert affords perfect hiding places for the worm-like Lanmolas. Three of these lie in wait to ambush Link as he reaches for the pendant. Only the Lanmolas heads are vulnerable to your arrows and sword, the Spin attack being the best method of attack. As they burst through the ground they throw rocks in diagonal directions. The best advice is to move clear in one of the four compass directions, and only attack as they are in mid-air. They take longer to kill them, but patience reaps rewards.

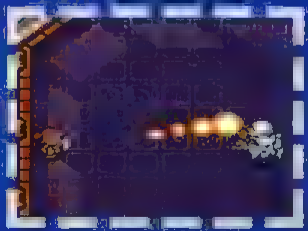
THE MOUNTAIN PALACE - MOLDRUM

This vast maggot monstrosity has made his home on a vast platform at the top of the imposing tower on Death Mountain. His main tactic is to shove Link off the slippery floor onto the level below. This slowly depletes our hero's energy. The best tactics are to use the Spin Attack on its tail (the only weak spot) bearing in mind Link travels backwards with the force. Also, follow him as much as possible, behind him is the safest position to be.



HYRULE CASTLE - AGAHNIM

Agahnim's magic makes him invulnerable to all powers except the Master Sword, and even then mere strokes are useless. On encountering him, position Link on the opposite side of the chamber, facing him. He should release an energy ball which should be deflected with a sword stroke. His own power eventually destroys him. The only time that to use this method is when he is standing at the top-middle of the chamber facing down. Then stand well clear, as he fires a huge Lightning Bolt down the centre of the room.



Here ends the Book of Monsters and the account of their powers related within.

ZELDA Q&A SESSION

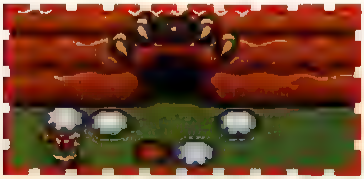
By now Link should be making progress in leaps and bounds, but everyone reaches a sticking point somewhere which requires a little advice. So that's why we've taken our heads out of the books to present the commonest questions, and the most relevant answers. So stop pulling your hair out

HOW DO I GET THE BOOK OF MUDORA?

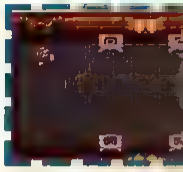
Double Doh! This is simple stuff. First obtain the running boots from Sahasrahla after getting the first pendant. Enter the library and take a run at the bookcase upon which the Book rests. The impact knocks it loose. This tactic works again in the Desert Palace, where it dislodges a key

I CAN'T FIND THE SECOND PENDANT!

The second pendant, in the Desert Palace, is found in the second part of the complex. To enter that part, find the Power Glove - which is located in the top-left chamber of the first floor of the palace. For that Link needs the big key found in the long chamber on the right-hand wing of the same floor. After getting the Glove, leave the palace by the exit in the bottom-left chamber of the palace, and walk upwards to the claw entrance, blocked by rocks. With the glove its possible to move these obstructions

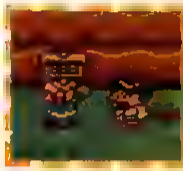


HOW DO I PASS THE DEAD-END IN THE DESERT PALACE?



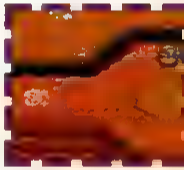
The last chamber to the Desert Palace ends in a bare-wall with four unlit torches. This is changed by lighting each torch with Link's lamp, to activate a moving wall switch, which reveals the final door!

WHAT DOES THE MAN IN THE DESERT DO?



He doesn't serve a purpose until the box is retrieved from the Dark World. This is found in the location which corresponds to the Blacksmith's house in the Light World. Bring it back to this man, and get him to wake up by lifting his sign. Present the box and his thieving skills enables him to open it and present our on-screen alter ego with a bottle!

HOW DO I GET TO THE MOUNTAIN TOWER?

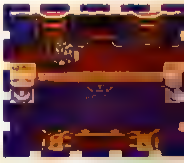


The tower is so near - yet so far! Reaching it means a trip to the Dark World. A warp tile is found on the top of the mountain, in the ring of stones. Now, as a rabbit walk to the left (don't worry, there's nothing to hurt you). Link should come to a rock formation that looks like a pair of spectacles in the Light World. In this dimension you may go slightly further north. If the mirror is used here, Link should find himself on top of the Spectacle Rock. Jump off the rock and get to the tower!

WHY AM I A RABBIT IN THE DARK WORLD?

You need the Moon Pearl! This is found on the fourth floor of the Mountain Tower, in the chest that appears inaccessible. To reach that, the big key is required (found in the bottom level of the tower), and Link should also drop in on the chest from the level above. To produce a hole above the chest, use the Star Tile on level five. Link should now be able to retrieve the Moon Pearl - and any bunny-related angst is over!

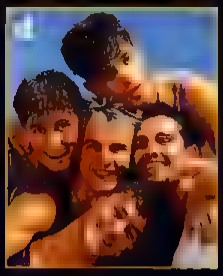
WHERE DOES AGAHNIM GO AFTER HE ZAPS ZELDA?



Not far at all, is the answer! He has in fact retired to a secret chamber located behind his magic lab. Rip down the drapes at the back of the lab with the sword to reveal the secret door

Who the hell are

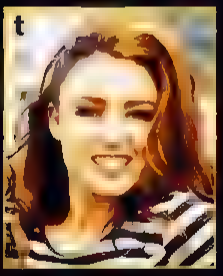






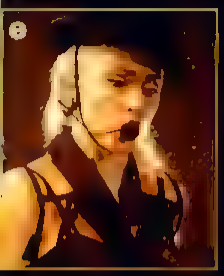


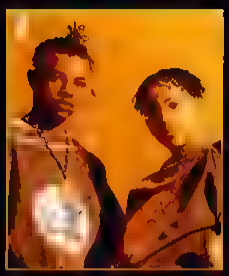


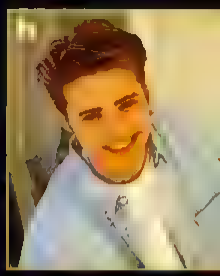
SMASH HITS readers

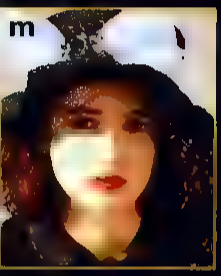
Out every fortn

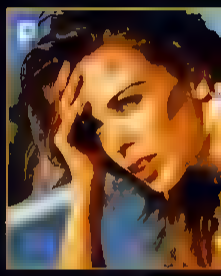
e these people?

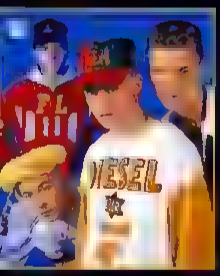


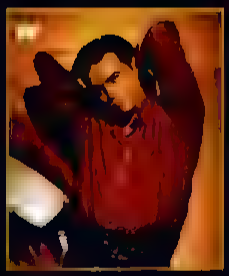












s know. Do you?

night. Only 70p

TIPS AND TACTICS

The NHS is here again, bringing comfort to the lame gamester. What will be in Doctor Davies' miracle sack this month? Read on sick reader, read on...

SUPER NES

ACTION REPLAY CODES

TURTLES IN TIME

Josh Beck, for it is he, has sent in this code for infinite lives 7E1AA002. Does this man ever get any sleep?

STREET FIGHTER II

PLAYER-ONE 7E0E 2010, PLAYER-TWO. 7E0C 2010. These codes give the characters new moves, combinations and the agility to hit the other player at any time, even if they are falling to the ground after being hit! Dhalsim, for example, can hit people when they are on fire

PLAYER ONE 7E0C 6010. This speeds the game up about three times (Black Belt Edition ahoy!)

PLAYER-ONE 7E0C DI0*, PLAYER-TWO. 7E0E DI0*. Choose the players's character where * is the number of the character. 0= Ryu, 1= E Honda, 2 = Blanka, 3= Guile, 4= Ken, 5= Chun Li, 6= Zangief, 7= Dhalsim, 8= M Bison, 9= Sagat, A= Balrog, B= Vega

PLAYER-ONE·7E1A 5A0*. Choose the country to fight in where * is the number of that country

PLAYER-ONE: 7E0C 5600, PLAYER-TWO 7E0E 5600. Super fast moves.

PLAYER-ONE 7E04 8300. Bloody characters!

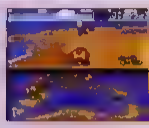
PLAYER-ONE: 7E04 9BF0. Electric Ryu and Ken.

Thanks very much to Andy Davidson for those.

●We had a phone call from Daniel Boutros who was ranting about these codes for Street Fighter II He said that 7E0C 3210 gives Ken or Ryu a super fast dragon punch and that 7E0C 6001 enables characters to escape Blanka's face biting antics leaving him vulnerable to attack!

SUPER CONTRA ACTION REPLAY CODE

It's that Josh Beck again! This time with a code for infinite lives on this incredible game 7E1F8A07. Words fail us.



SUPER MARIO KART TIP SHORTCUT EXTRAVAGANZA

After you've read and learned these shortcuts we're sure that you'll all be eternally grateful to Mark Hannah and his brother David for sending them into us. Why? Because they're excellent that's why!

Donut Plains 1 After the second corner from the START/FINISH line there is a gap in the wall on the grass. Get a mushroom then use it to speed over the grass and through the gap.

Ghost Valley 1 Get a feather and carry straight on after the gap in the track The feather helps your cart to fly over onto a secret narrow strip of track that cuts off a huge corner!

Mario Circuit 2 If you have a mushroom then wait until you come to the jump Use it just as you are about to jump and then steer to the left If done correctly you can bypass the whole corner and straight!!!

Ghost Valley 2 At the end of the first straight after the START/FINISH straight there is an unfenced corner Use a feather here to cut out the wide corner

Bowser Castle 2 When you come to the part of the track with the word STOP printed jump over the gap. If you turn left quickly enough you should pass over a "Zipper". This cuts off a large part of the track!

Mario Circuit 3 Just before the START/FINISH straight there is a wall with a gap in it. Select the mushroom and use it to speed through the sand and then the gap. Just as you clear the gap you hit a "Zipper" and gain a huge lead!

Koopa Beach 1 Just before the first break in the track turn right and head through the water. There is a bonus box and this also cuts out part of the track

Bowser Castle 3 Choose the inside route after coming out of the wid corner with all the coins. Hop over the jump just before you get to it and hit the "Zipper" to speed away It is far easier than using the "Zipper" on the outside of the track!

Mario Circuit 4 This is basically the same shortcut as for the mario Circuit 3 except there is no "Zipper" this time around.

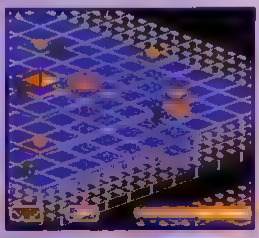
Koopa Beach 2 Veer to the left as you come to the large stretch of water and use a feather to clear the deep water This enables you to race along the small stretch of beach in the cove instead of babooning it through the water!

Vanilla Lake 2 There are tons of shortcuts in this circuit that require jumping over small stretches of water but the best, and most difficult, is straight after the blocks of ice between the two walls. Steer heavily to the left and hop onto the ice in the lake Keep going straight on, hopping over the small stretches of water, to make a massive shortcut over part of the lake The best place to do this is between the 1st straight and second corner of the finish straight using a mushroom boost. Be careful!

SPINDIZZY WORLDS

Our very own Jaz Rignall spun his way to finding this list of useful codes for each of the Spindizzy Worlds. What a man! What a star! What are we waiting for?

Iv?8A?8t Beginners
Iv?0CP?3 Pak Attack
vI0C?8m Tripot
Dv?16Hfx. Ball race
HvdaC3?R. Frigia
Bv?JaBm3. Grass Hopper
Ev5LQV3Q· The Obelisk Ruin
Br7JaEOa: The Grass Maze
ImSUJ9?W. Buxton Cat
ImQUKNI1· Sandy Island
Cn2AUAeP· Roller-ama
KoBAK32e Water works
ImAQC9eZ Misdirection
Bq6AICFz: Castle Quest
IkAABNdW· Pyramidea
PgAEaoBn Water World
PgAFyaCA Canal Slide
NgACUkiH Radimo
IkAAAaJc· Torture



BATTLE BLAZE

Any one remember Paul Hulcup and his tip invasion not so long ago? Well he's at it again, first of all with this cheat for unlimited credits on Battle Blaze First of all access the hidden options screen by pressing start and select at the same time. Next hold down L then press UP and X at the same time then LEFT and Y together then DOWN, B, RIGHT and A

F1 EXHAUST HEAT

N-n-n-o! Not him again?! This really is the last time! Paul H, Paul H, that lad reckons that extra money is obtained by inserting SETAUSA as your name so that £10,000 is then in your possession! Now go Hulcup! Be gone!!

JOE & MAC

Tony McLaughlin and his good old Uncle from Renfrewshire (try saying that with a fruit pastel in your mouth) sent us this tip to stack up with extra lives in this prehistoric caper. Leave a level that contains 1-ups by pressing START to pause the game and then SELECt to leave that level after you've collected the 1-up. Restart that level and collect it again. Simple!

SPANKY'S QUEST

The level codes for this game, courtesy of that Hulcup chap again, are: 000, 732, 354, 116, 988, 470

SUPER STAR WARS

So you'd like ninety-nine lives on Super Star Wars, would you? Well, on the second set of stepping stones in the Land of the Sand People just fall of the edge of the cliff and push to the left. This has luke landing in a cave. Get him to shoot the roof and extra lives a-plenty are his for the taking! Lee Axon sent this tip in twice - it's nice to see people so keen!

PRINCE OF PERSIA

If I can just wade my way through this pile of entrants for this cheat I can tell you that the sound test for the game is accessed by holding down START and SELECT then a menu doth appear. In case you were wondering, Paul Hulcup was the thousandth person to send that one in!

OUT OF THIS WORLD

John Fowler wants a prize for these passwords. Heh, heh!
Level one: FXLC
Level two: KLFB
Level three: DDRX
Level four: HRTB
Level five: BRTD
Level six: TFBB
Level seven:TXHF
Level eight:CKJL
Level nine.LFCK
Oh, John! About that prize? Heh, heh, heh!

GAME BOY

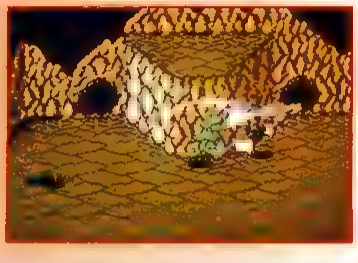
TERMINATOR II

Mark Walsh has this useful cheat to slow down the circuit round clocks. It gives you more time to think about what you're doing All you need to do is hold down the SELECT button

NES

BATTLE-TOADS

AAAAGH! To get five extra lives hold A, B and DOWN then press START. Paul Hulcup sent that in and I'm not saying another word about it



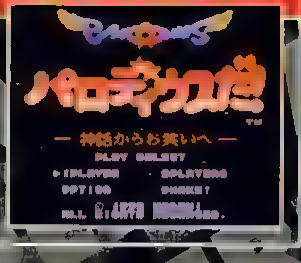
TINY TOON ADVENTURES

This beezer tip has been sent to us from Frank Turner II in Staffs. It enables you to gain tons of lives and see a whole new secret boss as a result To do this go through level one collecting as many carrots as possible until you reach Elmyra Let her touch you and return you to the start of the level Repeat this until you have ninety-nine carrots. Exit the level via Elmyra There then follows a parody of Star Wars as a great star destroyer flies over the map and beams you aboard Here you face Darth Vader and two Storm Troopers To defeat Darth, dodge his laser and bounce on the Storm Troopers' heads to jump on Darth's head when he flies down low Darth pops his colossal clogs after three hits, whereupon you receive three lives This trick can be repeated on any level over and over again Brilliant!

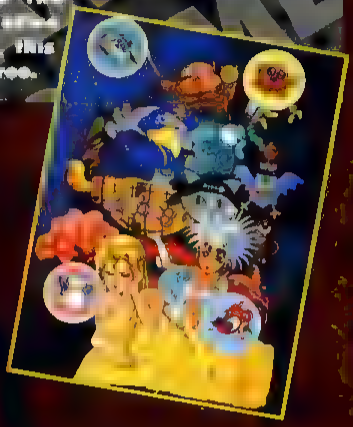
LEMMINGS

Where better to get a truck load of tips from than the chaps who produced the game themselves! Ocean have sent us these passwords for the TAXING and MAYHEM levels of the game your brain was made for

Taxing: VSDGSJ: ROMAN IN THE RUINS
HGSFDY MIND YOUR STEP
WMQQDF UP THE WOODEN HILL
PRTTMR THESE LEMMINGS NEED HELP
RYVCTD THE PRISON
ZWKRBD A SPOT OF BOTHER
FRRWNB FLY LEMMING AIRLINES
WYPRHD A SLICE OF LEMMING PIE
PDKDJJ STRANGE LAND
YPPSLQ JUST LIKE MARY POPPINS
HWRWXQ ABAOMBNABLE LEMMINGS
BHYWKL ON THE SPIDER'S WEB
VWYRTN CAN YOU STAND THE HEAT?
XYHGXK COME ON OVER TO MY PLACE
PLWJHL POOR WEE CREATURES
GKJXCZ CAUTION LEMMINGS ON ROAD
DDBNDL JUST DROP IN
JFGSJK ARCTIC LEMMING
NSDFSY WHERE ARE THE CRATES?
BDRMLN COME TO LEMMING COUNTRY
JSDHSV CLOUD BASE ONE
QWRTLR SEEN IT ALL BEFORE
GHQLJS HELP MY LEMMINGS ON FIRE
MRGHFW LEMMING SQUASH
WHGXZL A LEMMING JUST ATE MY DINNER
Mayhem SJFHGD AT THE STEEL WORKS
HDFTGS IN THE BOILER ROOM
XCSFSD WHO WANTS TO BE A HERO
SHDYWR THERE MUST BE MORE TO LIFE
KRWQHJ LIBERATE A LEMMING TODAY
PDHJDN CALLING INTERNATIONAL RESCUE
HPBFXX TWO FOR TEA PLEASE
BZCSDT HOUSTON WE GOT A PROBLEM
MLYZTF PASS ME THAT LEMMING
FFDYSF TWO STEPS ON THE WATER
YYKSGS IDEAL LEMMING EXHIBITION
GLSHSL THE LEMMINGS CANNA TAKE IT
VKLSDH REVENGE OF THE LEMMING
GTNGQQ OPEN SEASON FOR LEMMINGS
JDFSDY THIS LEMMINGS FAULTY
WRDFVH HELLO JOHN GOT A NEW LEMMING
KDHGFT MY WORD WHAT A LEMMING
WQDTGD: A FREE LEMMING IN EVERY PACK
THRRSH LEMMINGS HATE RADIO EON FM
LJJDJJ THEY ARE CLEAN AND GREEN
KBCVXM SOME HEADS ARE GOING TO ROLL
SSHSJS IS HTHAT LEMMING LICENSED
LZTRYD KEEP QUIET AT THE BACK
VGXNFM OD YOU ACCEPT LEMMINGS
ZQQPLM THE ULTIMATE LEMMING



Konami's Gradius series is one of the most popular shoot-em-up series ever. This parody of the three games (Parodius - geddit?) is a dubious affair whose ideas and origins are better left shrouded in mystery. However, it is arguably the best game created from tapping the Gradius vein. As the first two levels are merely the snow on the mountain and comparatively a breeze to take through, this guide begins at level three.

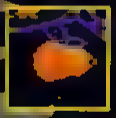


I SAW THREE SHIPS (AND CHOOSE ANOTHER)!

There are four ships to choose from and we reckon that the Twin Bee is the best of the bunch. Whereas Vic Viper and Octopus have shields, the Twin Bee posesses a far more effective force field. Although the Pentarou boasts a similar barrier in the form of a bubble, its spread weapon cannot compare with the Twin Bee's 3-way. The Octopus' Ripple gun may [illegible] with its wide range but the Rocket Punch available to Twin Bee more than makes up for this. Enough said. Trust us!

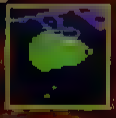
THE CLANGERS

[illegible] Red [illegible] Yellow [illegible] after which [illegible] up! In case [illegible] unsure as to their uses, here's a [illegible]



YELLOW

Strictly for point hungry maniacs. They offer no destructive power but continuous collection of yellow bells amasses enough points to waste [illegible] highest of scores!

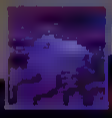


GREEN

The green bells inflate the ship like a piece of bubble-gum, during which time it's invulnerable and able to crash into anything, causing no end of misery for the enemy.

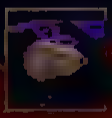
RED

If the way ahead looks grim, you can always rely on the powers of a red bell for comfort. They provide you with three barriers which transform into a miniature version of your current ship with a protective shield above and [illegible] to pass this barrier [illegible]!



BLUE

[illegible] every blue bell collected, a smart-bomb is added to the ship's arsenal with a maximum of three stored at any one time. The enemy don't stand a chance as a massive quake of destruction shakes the screen!



The most obscure of all super weapons, the grey bell provides your ship with a megaphone which amplifies a succession of Japanese phrases you're better off not knowing. However, Einstein's theory of relativity is in there somewhere...

Twin Bee triple sting tactics ahoy.

LEVEL THREE - THE CASTLE OF SWEETS

The boss on this level is easy when compared to the hardship presented by the frustrating brickwork. In between the pillars and pots overflowing gold coins are walls of multi-coloured beads to be blasted for safe passage. Keep a cool head, don't make any rash decisions and your ship should be safe from harm. If possible, resist the temptation to speed the ship up because this usually results in plenty of unnecessary wall bashing!

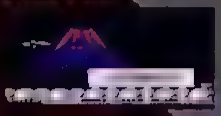
Lip-Lickin'-Teeth-Splittin'-Boss!:

Blast those cheeky smiles into next week, concentrating on the right side row of mouths first. If you're successful in destroying them, the remaining row of teeth begin to rush your ship - leaving sets of teeth behind as they go. Easy peasy!

WRESTLE WITH THIS!

Parodius gets crazier as it goes along, with rampant sumo wrestlers defying the laws of gravity and walking across the top of the screen, whipping your ship with their loin cloths. After battling over angry-faced volcanoes erupting spicy peppers, the ship is subjected to some Channel Four-style sumo action against the end-of-level sumo boss.

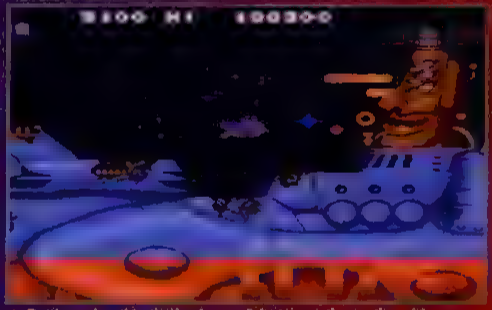
Mind the falling sign, Marion!



Lord features is not quite the heavyweight after all. His vulnerable spot is his stomach, something he treasures very much, so your ship's efforts at popping it with missiles and the like makes him miserable in the extreme. He stomps around shaking all kinds of junk loose from the top of the screen, develops a nasty case of indigestion, turns red then explodes. The Konami sign then falls from its perch to catch out the unwary - just make sure it isn't you!

SHADES

Stage five is one huge mother of a space-ship, but with a difference. Ignoring the fact that it's wearing shades and smoking a pipe, let's concentrate on sending it packing. First of all, the head of the ship is a head which sneezes and coughs in its influenzad frenzy! Smack it in the nose first then take care of the mouth. The ship now forces you to fly over the top to face a pipe-smoking laser-firing turret, and the odd unfriendly gun turret. These study their surroundings as they rotate and the best time to nip in and blow them [illegible] your ship's presence is [illegible] screen. Do not panic! There is a little nook to squeeze into, and you can't miss it. If you die you die, [illegible]!



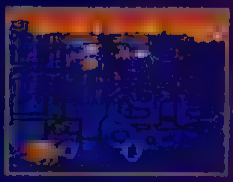
▲ Getting a head in the business of destroying the mother ship.

Head Aches:

Now the mother ship gives up and leaves your ship to battle it out with a female Easter Island-head look-a-like! She blows green statues from her mouth as she moves up and down the screen, and much duckin' and diving is required to win her over. Her eyes are vulnerable to attack, so try to trick her into firing the statues to the far left or far right of the screen. The way your ship can easily manoeuvre around them, and you'll only find [illegible] if you die in the [illegible]

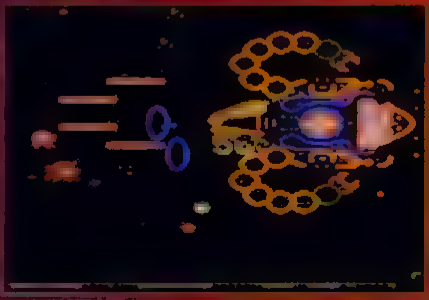
PINBALL WITHERED

Stage six is one of the toughest to get through. Not just because of the amount of penguins out for your ship's parts, but also because it's so easy to get confused with all the action on screen. Concentrate on scouring either the top or bottom of the screen, because bobbing about and blasting everything in sight only makes matters worse. Thankfully the end-level boss is a breeze to beat!



Pin-Boss:

What a relief! Dodge the lasers and aim for the heart of the machine. The pinballs are destructible and no trouble to shoot.



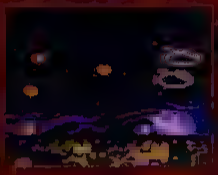
BUNNY GIRLS, BUBBLES AND A PIG?

The entire Stage Seven is set in a dream-like sequence with fluffy pink clouds and pretty bubbles to make you say ahh. Don't be fooled, because this is where the action gets that bit trickier. The safe areas are at the far reaches of the screen and any evasive action should be taken along these lines. Keep in mind that the movement of the bubbles is [illegible] skillful pilot should be able to [illegible] with ease between them.

Damseling distress:

Kiss this girl in the eyes with a few well aimed blasts and make her cry. It's a rotten job, but somebody's got to do it! She tries to put a stop to this ungentlemanly pursuit by blowing bubble encased imps that burst and surround your ship.

◀ Mind the Twin Bee's Double Whammy of Destruction Marlon



PICK OFF THE PENGUINS

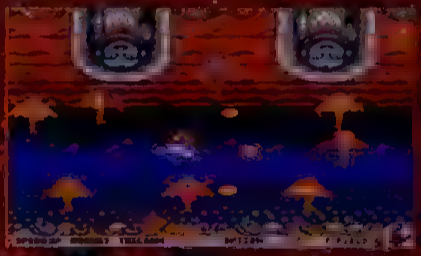
Here is where the Twin Bee comes into its own, its three-way and rear shots both coming in handy against the begoggled penguins in the frozen waters.

MACABRE MARINE

As your ship raises it brelly to shelter from the rain, watch out for skull- tossing skeletons which shatter into a spray of bones when shot. Also, look out for the stubborn fishbones which require many hits before breaking.

Parasol Parade:

Upon the arrival of the manic umbrellas, position the ship near the bottom left-hand corner of the screen. The skulls are easier to dodge here and the umbrellas roll handily into view.



BATHROOM BRAWL

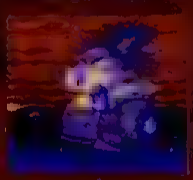
The whole of stage ten is without incident until you meet up with the platform sections patrolled by fan-waving pigs and their skeletal buddies. The skeletons are indestructable, so position the ship slightly below or above one of the ledges to avoid contact.

Rub-a-dub-blubber:

Brace yourself for this oversized octopus which has taken to washing its head with soap. It has three methods of attack. The first comes from the random bubbles floating about its head before the octopus shakes away, causing hundreds of tiny bubbles to fly everywhere. Lastly the giant pink one spits bubbles from its mouth. Keep firing at the bubbles and take pot shots at the octopus whenever possible. Once it starts spewing suds take shelter above the sucker's head.

Ghost Lady:

Dodge the cloud and wait for it to get swallowed up by the skeletal apparition, then aim at the lovely lady's belt whilst shooting down the blue flames for safety. After a while she spits out the cloud which transformed her at the start and the routine repeats itself once more.



IT'S THAT OCTOPUS AGAIN....

The final boss is so easy you'd have to go all out to deliberately crash the ship and fail. It doesn't move, because it's so strung up, and it doesn't fire! Just make sure that you guide your ship through the barriers before they close and hammer away for a while - then that is it! Finished. The end.

BYE BYE

That's all. The good Doctor has left the surgery and is indulging in a spot of Golf. All Further enquiries and miracle cures should be adressed to: DOCTOR DAVIES BIG BLACK TIPS BAG, NMS, 30-32 Farringdon lane, London EC1R 3AU.

MEAN MACHINES IS REALLY GREAT

And that's an entirely unbiased opinion

Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

REVIEW

SUPER NES

1 PLAYER

8 MEG

PLT GAME

PRICE TBA

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
EASY/MED

CONTINUES
3

SKILL LEVELS
3

RESPONSIVENESS
EXCELLENT

1ST DAY SCORE
Get to the Death Star

ORIGIN
Super Star Wars closely follows the plot of the world-famous, blockbusting sci-fi movie using a variety of scrolling arcade-style platform levels and 1st and 3rd person perspective 3D screens.

The time: long ago. The place: a galaxy far, far away. The situation: war. The two most powerful federations in the universe, the Empire and the Rebel Alliance, have been locked in combat for many years, but now the battle has taken a new twist. Having just put the finishing touches to their Death Star and with the Rebel leader Princess Leia held captive, the Empire is gaining the upper hand.

Meanwhile, in a distant galactic backwater on small, insignificant desert moon called Tatooine, a young farmer boy called Luke Skywalker has just bought two second-hand droids to help out on his ranch. Little does he know that this seemingly innocent event is the start of a fantastic adventure which will drag him into the centre of the war and eventually place the fate of the entire universe in his hands...

TATOOINE DESERT

THE SCENE: One of Luke's new droids, an R5-D4, has a faulty motivator unit. C3PO, the other new robot, persuades Luke to go back to the Jawas who sold him the unit and swap it for an R2-D2 unit, which just happens to be his companion
LEVEL TYPE: Sideways scrolling platform
OBJECTIVE: Reach the Landspeeder at the end of the level
ENEMIES: Assorted hostile desert creatures and a giant Sarlac Pit monster on the final screen

JAWA SAND CRAWLER

THE SCENE: Having reached the Sandcrawler, Luke scales up the side of the giant vehicle and attempts to gain entry
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Using your pulse rifle to destroy and blow the entry hatch right at the top of the Sandcrawler
ENEMIES: Red hot exhaust ports, gun emplacements and low flying creatures.

Luke is hitting a bullet at last

Golden sands for miles around... and the beaches meet EC standards

LANDSPEEDER CHASE

THE SCENE: Luke and C3PO are aboard the Landspeeder and are zooming over the desert in pursuit of the Jawas' giant Sandcrawler.
LEVEL TYPE: Third-person 3D, viewed from behind the Landspeeder
OBJECTIVE: Shoot down the requisite number of Jawa speeder bikes and catch up with the Sandcrawler.
ENEMIES: More highly aggressive desert animals and Jawas on speeder bikes.

TUSKEN RAIDER COUNTRY

THE SCENE: R2 reveals that he is the property of Ben 'Obi Wan' Kenobi and should be taken to him.
LEVEL TYPE: Multi-directionally scrolling platform.
OBJECTIVE: Traverse the vast and hazard-packed desert, defeat the Tusken raiders and find Obi Wan.
ENEMIES: Hordes of Tusken Raiders, giant Banthas, desert creatures, terminal drops, crumbling rocks and platforms and a giant Womp Rat at the end of the level

MOS EISLEY

THE SCENE: [illegible] from Tatooine is Han Solo, and he is somewhere in Mos Eisley
LEVEL TYPE: Sideways scrolling platform
OBJECTIVE: Locate Chewbacca, Han Solo's companion and find out where Han Solo himself is located
ENEMIES: Battalions of Stormtroopers toting guns, leaning out of windows and lurking in gun emplacements

THE BELLY OF THE SAND-CRAWLER

THE SCENE: Inside the Sandcrawler, Luke explores its labyrinthine depths in an attempt to find R2-D2.
LEVEL TYPE: Sideways-scrolling platform.
OBJECTIVE: Dodge the hazards, locate and rescue R2
ENEMIES: Large pieces of machinery, laser-toting Jawas, bombs, gun emplacements, pits of red-hot lava, spikes and a giant lava beast at the very bottom of the Sandcrawler

Stand in my way and I'll blow you away

Shoot that pistol inside the Sandcrawler, my son. You've got the gear

RACE TO MOS EISLEY

THE SCENE: Obi Wan explains that he has to leave Tatooine and join the Rebel cause.
LEVEL TYPE: Third person 3D, viewed from behind the Landspeeder
OBJECTIVE: Shoot down a specific number of Speeder Bike-riding Jawas and fly to Mos Eisley Spaceport.
ENEMIES: Desert creatures, landscape hazards and desert creatures.

COMMENT

TIM

You should have seen the jaws drop in the NMS games room when Super Star Wars was first unveiled to us a few moons ago! At the time I wondered whether this was all just bells and whistles, but no - Super Star Wars really is as good as it looks and very nearly as good as it sounds! The graphics are nothing short of excellent, and the look of the film is very well captured. Sound, though, is where Super Star Wars will blow your head off! Hook this sucker up the stereo and you'll think there's an orchestra in the bedroom! The game itself is wickedly tough - the sand crawler sequence just bordering on unnoyingly difficult - and there's an awful lot of play on this part. Overall this gets the complete thumbs uphill round, so stop faffing about and get it NOW.

How To Control

During the platform-based sections, the pad oversees Luke's assorted jumps, ducks, and running. However, during the 3D scenes, the pad adopts control of whatever the player is currently piloting, raising altitude and so forth.

A	WEAPON SELECT	X	SPECIAL
B	JUMP	Y	FIRE
L/R	NOTHING	S	SELECT BUTTON: NOTHING START BUTTON: PAUSE

How To Play

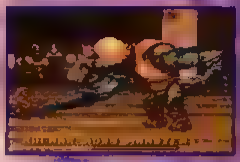
Guide Luke and his band of heroes through a variety of arcade-style platform and 3D levels. Lives are represented by an energy bar which diminishes every time the character is hit. When the bar reaches zero a life is lost.

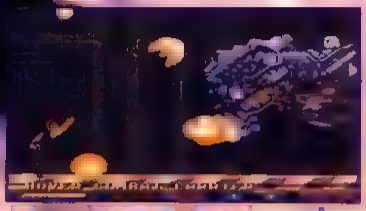
REVIEW

Looking out in the cantina, Han Solo lives on the edge – he even gets a table before he's bought a burger!

THE CANTINA

THE SCENE: Han Solo is languishing inside the Mos Eisley Spaceport cantina, which is also packed out with all sorts of space pirates and bounty hunters.
LEVEL TYPE: Short scrolling platform.
OBJECTIVE: Beat off attacks from all-comers and reach Han Solo, who's sitting in the rear of the bar.
ENEMIES: Bounty hunters, space pirates and a giant space creature who wants to make mincemeat of the heroes.

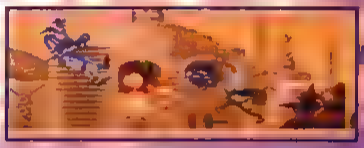




MOS EISLEY SPACEPORT

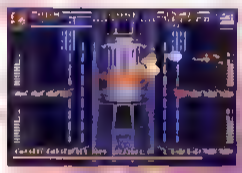
THE SCENE: The band of heroes assembled, it's time to blast off into space
LEVEL TYPE: Multi-direction scrolling platform
OBJECTIVE: Fight through the Stormtrooper-patrolled spaceport and reach the Millennium Falcon, Han Solo's spaceship
ENEMIES: All manner of highly dangerous machinery, automatic defence droids, Stormtroopers with a wide variety of offensive weaponry and a large Hover Combat Carrier which guards the hanger door to the Millennium Falcon

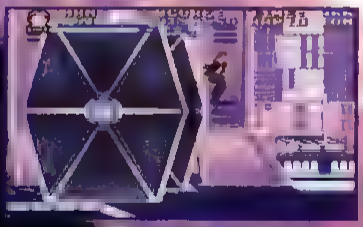
▼ Guest starring the glass elevator from The Towering Inferno (starring Steve McQueen.)



THE DEATH STAR

THE SCENE: Blasting off to the Rebel base at Aldebaran, the heroes arrive to find that the entire planet has been destroyed by the Death Star. Things take a turn for the worse when they're pulled inside the Death Star by its powerful tractor beam
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Find Princess Leia, who's being held captive somewhere inside the Death Star.
ENEMIES: Hazardous machinery, Stormtroopers, low-flying Tie-Fighters, enemy droids, automatic defence systems and, at the end of the level, the Detention Guard boss





Salt, mustard, vinegar, pepper

DEACTIVATE THE TRACTOR BEAM

THE SCENE: Princess Leia is rescued, but the heroes cannot escape the Death Star!
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Deactivate the Death Star's tractor beam
ENEMIES: More Stormtroopers, droids and machinery, plus the very dangerous tractor beam defence system

THE HEROES

LUKE SKYWALKER: The main hero. He carries two weapons, a laser pistol and a Light Sabre, which is extremely useful in close-quarter combat.
HAN SOLO: Athletic space pirate who carries a powerful laser pistol which is ideal for taking out hordes of enemies.
CHEWBACCA: Han Solo's second-in-command. Carries a highly effective laser crossbolt which is great for general combat.

COMMENT

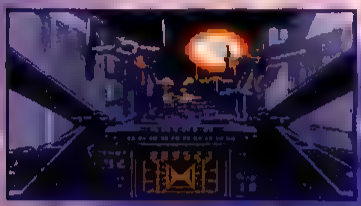
JAZ

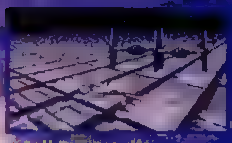
Taking only minor liberties with the plot of the film, Super Star Wars is a milestone in movie tie-ins which shows just how this type of game should be done. The best soundtracks and spot effects ever heard on Super NES combine with graphics and stunning cut sequences which clearly represent scenes and characters from the film to create a real feeling of playing the movie! The different game styles adds variety and although the bulk of the game is rather unoriginal platform action, it's done so brilliantly that you get totally wrapped up in the action and just keep on playing. It's a pretty tricky game to play, and even the finest players will have their work cut out beating the evil Empire, especially on the top difficulty setting. To be honest, when I first finished the game I didn't think I'd go back to it again, but a couple of weeks later I found myself drawn back to it to play it all the way through – and believe me, there are very few games that have had that kind of effect on me. Super Star Wars ranks as one of my favourite Super NES games, and if I didn't own it already I'd be hurtling down to the shops now to buy it.

FIGHT ABOVE THE DEATH STAR

THE SCENE: Making good their escape, Luke joins the Rebel force as an X-Wing pilot and joins the final assault on the Death Star.
LEVEL TYPE: Third-person 3D, viewed from behind the X-Wing
OBJECTIVE: Shoot down enough Tie-Fighters and gun towers to initiate the trench run.
ENEMIES: Tie-Fighters

The trick is to aim for the missiles, not the fighters





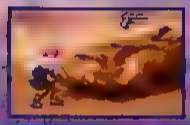
▲ Double Tie [illegible]

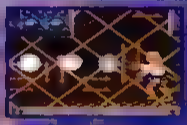
FINAL TRENCH RUN

THE SCENE: The final attack!
LEVEL TYPE: First person 3D, viewed from inside the cockpit of the X-Wing fighter.
OBJECTIVE: Drop two proton torpedoes into the exhaust port at the end of the trench to destroy the Death Star.
ENEMIES: Tie Fighters, Darth Vader's personal Tie Fighter and laser ack-ack fire.

POWER-UP THAT LASER

Luke, Han and Chewie all have laser guns which are powered up every time a weapon icon is collected. Fortunate, really, since when they start out their guns are particularly feeble. A few icons are all that's required to reach decent blasting power, the next icon grants homing lasers (the best weapon of the lot) and the one after gives top level laser power, a straight-line, but very wide highly destructive blast.



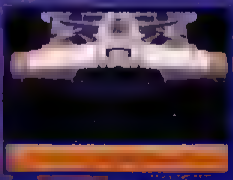


[illegible]

▲ Power up to the 5th degree.

[illegible]

[illegible] Speeder sequences, extra Landspeeder fuel.



▲ For everywhere else for the travellers [illegible] successful at [illegible] your game [illegible]

MUSIC, MAESTRO

Super Star Wars features an utterly stunning soundtrack which is taken directly from the film. On the title screen is an excellent rendition of the theme tune, and during the game you have all the incidental music plus the infamous cantina track.

RATINGS

PRESENTATION — 91

▲ Excellent set-screens, configure joypad mode and three difficulty levels.
▼ No music sound test mode. Double hits with side-pad!

GRAPHICS — 95

▲ Outstanding action, gorgeous backdrops [illegible] and scenes make this a great game.
▼ The 3D is a bit jerky on the Death Star trench.

SOUND — 96

▲ The best music ever heard on Super NES, with outstanding renditions of all the film's tunes and superb sound effects.

PLAYABILITY — 90

▲ This is a big and tough game, and the three difficulty settings make this one you'll be playing for weeks.
▼ The end sequence is the worst part of the game.

FUNTABILITY — 95

▲ The beautifully balanced difficulty and clear objectives really draw you into the action.
▼ Difficult to stop playing once you've start-ed!

OVERALL — 93

Super Star Wars makes full potential of its licence and the end result is the best-looking, most impressive sounding and playable movie tie-in ever seen on the Super NES.

GAMEBOY

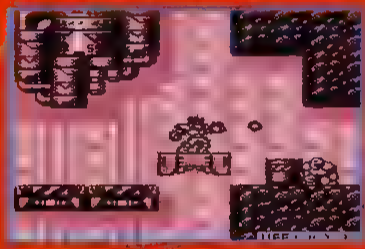
1 PLAYER

1 MEG

PLT GAME

PRICE: £24.99
BY: CAPCOM

[illegible]
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
SCORE DEPENDENT
SKILL LEVELS
ONE
RESPONSIVENESS
SWINGING
1ST DAY SCORE
MISSION FIVE COMPLETE
ORIGIN
Bionic Commandos is an aging two-player coin-op from Capcom. There is a conversion of the game available for the NES, but it's quite different from the original game, which this conversion follows more closely.



Rad takes the lift and is about to get caught unawares by that chap hiding behind the barrel. Lucky he's got a big gun on!

How To Control Move Rad by pushing left and right on the D-pad. Either that or recite a [illegible] then push the D-pad down. Pushing left or [illegible]

A FIRE

B BIONIC ARM OPERATION

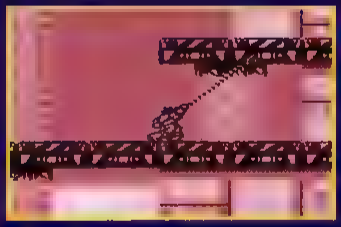
S SELECT BUTTON: NO FUNCTION

S START BUTTON: LIGHT A FLARE

How To Play Assist Rad Spencer, the Bionic Commando, in his mission to [illegible] on his extendable bionic arm.

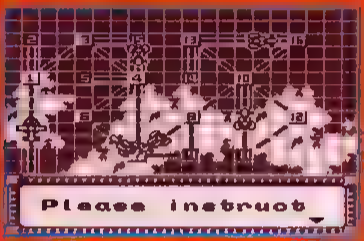
ARM A-SWINGIN' KINDA GUY

Being a Bionic Commando has its advantages! The FF Corps are all equipped with an amazing extending arm that acts as a grappling hook and also enables the commando to punch the oppositions' lights out from a distance. This is the means by which they gad about. They are, after all, too heavy to jump and so any obstacles or great divides are overcome by swinging around in this way. Extendable arms are also useful for clambering over high up ledges. As the game progresses so the obstacles get tougher and much consideration is necessary to get from A to B.



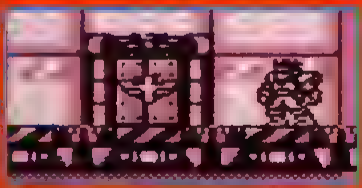
▲ Rad gets to grips with his situation.

▲ If he's lucky, Rad'll be able to surprise that guard!



ENEMIES!

It is possible to observe the movement of the enemy on the strategy screen. Rad always has the choice of transferring to another position or descending to the mark on which Rad, represented by his helicopter, is currently on. However, if Rad's helicopter crosses paths with the enemy transportation, represented by futuristic aircraft, then a red alert is sounded and Rad is rushed to the battlefield. These battles take place in a forest or at a secret submarine harbour. If ever Rad is likely of losing much energy it's in these situations!



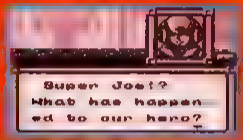
COMMENT

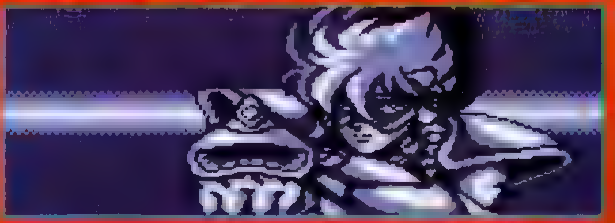
ing, Bionic Commandos grows on you
kky and soon proves a masterpiece if you
rt collection. Fans of the coin-op and any
one looking for a solid blast should give
this a

REVIEW

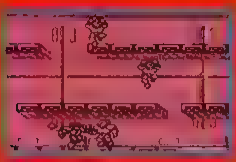
FRIENDLY FIRE

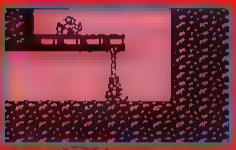
Certain areas on the map are reserved as neutral. This means that a request is always made from the patrolling guards to refrain from firing in the name of peace. If Rad complies with the rules then he can look forward to collecting some useful items to help in his mission, an extra life or a helpful video transmitter for example. If not then the siren sounds and an entire regiment of troops rush onto the scene to sort him out.





REVIEW





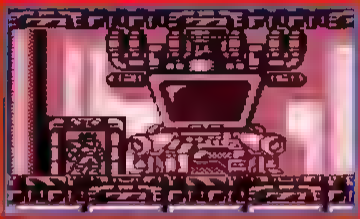
COMMENT

RAD

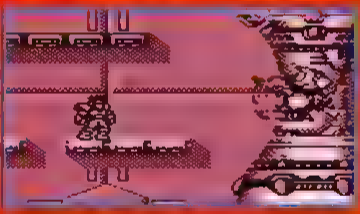
A last forever but, while it lasts, it's total class and

THAT INTERFERING, BIONIC BUGGER

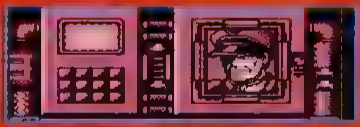
Rad has access to many Video Receivers that are located in the many areas he visits. He uses them to communicate with other members of the special Bionic Commando corps, the FF. The Video Receivers are also useful for tapping into the Doraize organisation' transmissions to their troops. The Doraize can sense when their orders are being intercepted, however, and later in the game such espionage is answered by hordes of marauding Doraize troops landing on Rad's enquiring head. The unfortunate truth is that tapping into the enemy transmissions is the only way to glean the information needed to complete the game. Also the use of the Video Receivers acts as the key to open locked doors later in the levels. All in all it's a necessary ill but, hey, it's nothing Rad cannot handle.



The Video Receiver Room! The Philips Wide-Screen! Has seen better days.



Look how cool he is! That reactor's blowing up and he just stands there!



RATINGS

PRESENTATION

91

A great looking, animated introduction sequence that sets the scene. Presentation throughout the game is of a very high standard too. There is a handy password system similar to the one used in the Mega Man series.

GRAPHICS

89

The main character is as cool as they come. Good animation throughout, set against a variety of detailed backdrops.

Sometimes the action gets too hot and the camera begin to flicker.

SOUND

82

Atmospheric and suitable to the game, which includes some tinny, with some dodgy blasting effects!

Nothing to go away over because it's all been heard before.

LASTABILITY

80

Bionic Commando is stylish and always worth a blast even once completed.

Though the level of challenge is tough it is possible to complete in a relatively short time due to the password system.

PLAYABILITY

87

The interaction with the Video Receivers and the well-graded difficulty makes the game a compulsive blast.

The control of Rad can be annoying at first and fiddly at times.

OVERALL

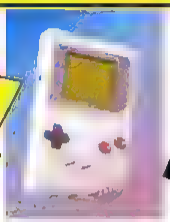
84

A successful revival of an old game and a significantly different variation of the platform theme full of interesting features.

WIN Nintendo WIN

WIN Super Nintendo WIN Super Nintendo
WIN Super Nintendo WIN Super Nintendo
0839 36 39 19

WIN GAMEBOY
0839 36 39 23



WIN

WIN GAMEBOY ACCESSORIES

GAME BAG
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GAME LIGHT
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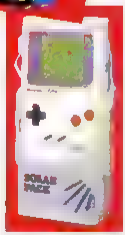
CARRY CASE
0839 36 39 24



SOLAR PACK
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ACCESSORIZE

WIN
GAMEBOY GAMES

KICKOFF	0839 36 39 25
SPIDERMAN	0839 36 39 26
ROBOCOP	0839 36 39 27
BILL & TED'S EXCELLENT ADVENTURE	0839 36 39 28
FORMULA 1 RACE	0839 36 39 29
HUNT FOR RED OCTOBER	0839 36 39 30
TERMINATOR 2	0839 36 39 31
CHOPLIFTER 2	0839 36 39 32
DR MARIO	0839 36 39 33
WORLD CUP	0839 36 39 34

EXCELLENT

WIN
NES GAMES

TERMINATOR 2	0839 36 39 35
BATMAN	0839 36 39 36
WORLD CUP	0839 36 39 37
STAR WARS	0839 36 39 38
SUPER MARIO 2	0839 36 39 39
TOP GUN -THE 2ND MISSION	0839 36 39 40
WWF WRESTLING	0839 36 39 41
THE SIMPSONS	0839 36 39 42
CASTLEVANIA	0839 36 39 43
KICK OFF	0839 36 39 44

CALL CHARGES: Calls cost 36p/min cheap rate and 48p/min all other times. Make sure you ask your parents' permission before you call. Maximum call length 5 mins, maximum call cost £2.40. Multiple Choice Competition, for further information and list of previous prize winners write to Awesome PO Box 1650 B1 1AA

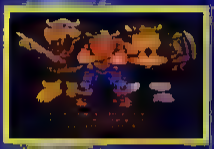
REVIEW

SUPER NES

2 PLAYER

8 MEG

PLT GAME



PRICE: TBA
BY: INTERPLAY

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MODERATE

CONTINUES
INFINITE

SKILL LEVELS
ONE

RESPONSIVENESS
EXCELLENT

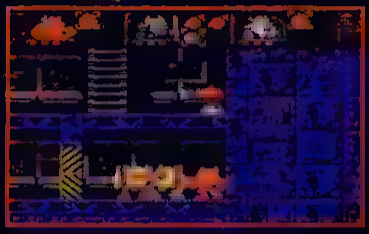
1ST DAY SCORE
COMPLETE THE FIRST SEVEN LEVELS

ORIGIN
The Lost Vikings draws its influences from all kinds of games. It is, however, the first of its kind that we've seen on the Super NES. It's rather like a three character Krusty's Super Funhouse if any direct comparisons were made.

THE Lo

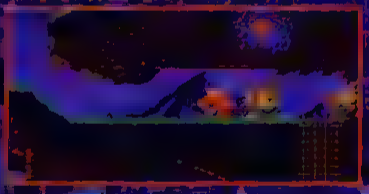
Let us go back to the Odin days and to the Prime of the Vikings. Here we find our three Nordic heroes, Erik, Olaf and Baleog who have long since forgone the life of pillage and plunder and are now devoting their time to family life.

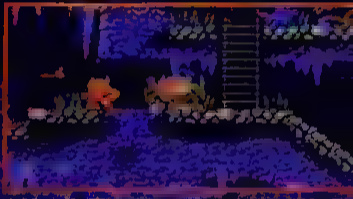
One night, when all three families are asleep in their beds, a giant spacecraft descends upon their village and spirits the hapless trio away! This craft, a Crutonian ship no less, is captained by the dreaded Tomator who is exploring the galaxy in search of unique life forms to display in his gallery. The first sight to greet the heroes' eyes is the cargo hold of the space ship and it is there that their long and arduous escape bid begins. With the help of one or two people, namely you and/or a friend , these lost Vikings hope to return to their homes.



HELPFUL POINTERS

Quite often the Vikings need to flip switches, push buttons or even use keys for opening doors and getting important machinery to work. In most cases a Viking can stand next to the device and do the job manually but there are many occasions where a little ingenuity is needed and it is often old boy Baleog who provides the necessary expertise.





'TIS BUT A SCRATCH!

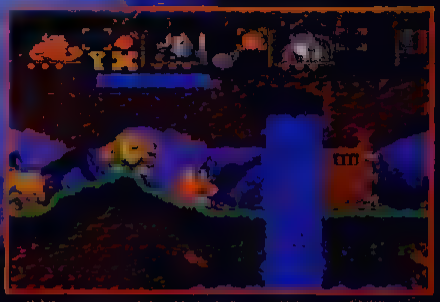
At the start of the game all the characters possess three hit points with which to save their good skins. This is nothing that a bit of nosing around can't cure as there are shields for the finding. Hurrah! The Vikings can select these shields to give them an extra hit point. Now you can't say fairer than that, can you.

How To Control Each of the Vikings walks left and right in relation to the direction pressed on the D-pad. Ladders and drain pipes etc are climbed up and down in relation to those directions on the D-pad also.

A	Pushes buttons, pulls levers and makes conversation with certain characters.	X	Use item in a character's inventory.
B	Makes Erik jump, Baleog swing his sword and Olaf position his shield.	Y	Lets the individual characters perform their unique action - run, jump, etc.
L/R	Select available characters.	S	**SELECT BUTTON:** Selects item. **START BUTTON:** Pause.

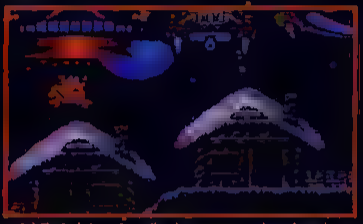
How To Play Help the lost Vikings to puzzle their way through numerous platform-based, good-get-laden areas, taking advantage of their individual attributes that are best used when working as a team.

ST VIKINGS



▲ Olaf The Stout isn't exactly famed for his intelligence, and the wonderful Baleog resorts to virtually every problem by holding up his shield!

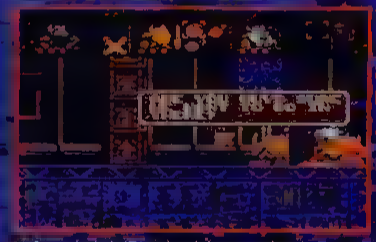
▲ Baleog The Bowman demonstrates his unique fighting skills - have you, you varlet!



▲ Erik The Swift does a Santa Claus by running across the rooftops - but where are the other two stragglers?

BLIMEY, THAT LOOKS GOOD

At the end of each area the Vikings find themselves at the entrance to a scary looking warp tunnel. Of course they always panic and don't want to go in but it's a good job [illegible] and because it looks [illegible]! Besides, how else would they get back home?



▲ Between levels, the Vikings always bicker amongst themselves.

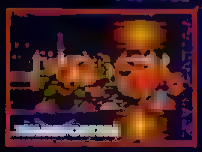
WHAT TO DO WHEN THERE'S NO STAIRS

Erik is the only member of the gang with the strength to hoist up the others. Baleog and another mode of transport to get around. Not that all this turns the rose up at such opportunities either!

Falling long distances is damaging to a Viking's health. Therefore it's better to use the lift whether he's going up or down.

Hence and carts are one century and futuristic transporters the next! The Vikings either [illegible] and magically reappear somewhere else. What was the last time you checked the fridge?

Further into their adventure the [illegible] some extra-strong bubbles upon which to float up, up and away. Be careful, though, because they are prone to [illegible] at inopportune moments.



COMMENT

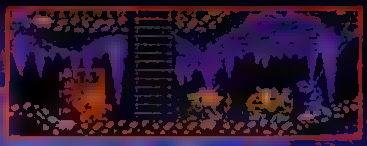
PAUL

There was I, about to give this a right slagging off when suddenly I became hopelessly addicted to the thing. Mind you it does take ages to find out how good the game is, with the first ten levels or so presented as hopelessly tedious and more than a little obvious affairs. Also it is very annoying to have a level almost complete only to make one mistake with one Viking, after lumbering through with the other two, and then having to restart the whole level again from scratch! The two-player mode is often confusing too. Another down side is the repetitive nature of the music. After the twentieth rendition of the same tune it really begins to grind on your nerves I can tell you, in spite of how good it may sound at first! However, later on, the action is very compelling and the locations are always interesting as well, crawling with lots of amusing enemies to trash. The three Viking characters are also packed with many frames of great animation and getting to know how much you can expect from each one as the problems get tougher is worth sticking it out for. Eventually the problems facing the Vikings become quite testing, if not trying, but the compulsion is always there to get these fellers back to their homes. The Lost Vikings is far from excellent, but it is original and irresistible good fun all the same.

REVIEW

▲ In between each level, the lads are shown falling into the play area.

▲ Baleog scouts ahead to see if any potential dangers.



There's no doubt that [illegible] Vikings [illegible] are [illegible] well as a team and [illegible] chances of finding [illegible] person controlling them keeps a clear head.

Erik the Swift:
He runs like the wind (and [illegible] where we were thinking that the wind blew and didn't run at all) leaping about for all his worth. Erik has the ability to run so fast that he smashes down walls with his head getting big headaches for all his efforts.

Olaf the Stout:
Olaf is built like a brick toilet and he even carries about a shield that resembles a wooden door to complete the effect. What's more both Erik and Baleog would be up a certain creek without a paddle if it weren't for Olaf and his artful shield wielding. Of course his shield is good for protecting the others against marauding foes, yet Olaf's speciality is his use of his shield as a hang-glider.

Baleog the Berserker:
Baleog's as 'ard as 'errod himself and the best fighter that the Vikings have ever known by a long shot! Baleog possesses a mean sword but mostly relies on his bow and arrow for the safest results. If he's lucky then the dashing Erik might seek out a magical flaming arrow to replace his current supplies. These arrows pierce the armour of any enemy, even if it's in a defensive position.

JUDGEMENT

JAZ

If it weren't for a few design flaws, The Lost Vikings would be a brilliant and highly original platform game. The main problem is frustration. Having spent ages on a screen, you suddenly discover that something you did at the beginning means you can't actually complete the level, which is very annoying indeed, especially when it happens several times in a row. I don't expect to have the puzzles solved for me, but some kind of a clue would certainly help in situations like these. The game also suffers from being very dull at the start. The idea of simple training levels is a nice one, but the first 12 screens are so boring and simple that they almost put you off the game since you get the impression that it's all very routine. Once you get past the initial stage, it's pretty addictive - it's just a shame the frustration factor takes the edge off the enjoyment. With its excellent looks and very impressive, if rather repetitive sound, fans of challenging platform/puzzle games will certainly find their abilities - and [illegible]

RATINGS

BREAKDOWN

PRESENTATION — 91

▲ The opening sequence at the start of the game is great to watch and the warp sequences backwards amazing too. The overall system is very solid.

GRAPHICS — 92

▲ Excellent sprites and great backgrounds. The animation of the Vikings is superb and really brings the game to life.

SOUND — 82

▲ The attract music is brilliant and the in-game tune is great too, the first time you hear it.
▼ The problem is that it repeats over and over again and even becomes tedious.

PLAYABILITY — 78

▲ The Lost Vikings is one of those games that is very difficult to put down once started.
▼ The two-player games are confusing and frustrating. Starting a level again because of one mistake is very annoying.

LASTABILITY — 82

▲ The game is large plus there are many things to uncover that are not so obvious.
▼ However most people would be satisfied with completing the game once.

OVERALL — 80

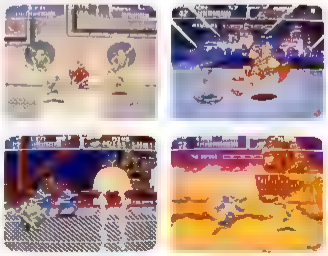
An entertaining platform/puzzle game with a few novel features. It has a great sense of humour - but then again the player needs one too in some instances as it gets very frustrating.

New. For your SUPER NINTENDO New. For your SUPER NINTENDO New. For y

TURTLES IV

TURTLES IN TIME

The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder



KONAMI

MegaVideoGameFun

REVIEW

SUPER NES

2 PLAYER

8 MEG

SPT GAME

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
N/A

SKILL LEVELS
TEAM SYSTEM

RESPONSIVENESS
GOOD

1ST DAY SCORE
5-1

ORIGIN
Do us a favour! If you don't know what Football is, don't bother to read any more. We don't want the likes of you around here...

SUPER GOAL

A common problem with computer-based Footy games is that for every good one we have to put up with a series of contenders barely worthy of the Vauxhall Conference League. However, much as we Super NES owners moan because of the complete lack of decent kick-arounds for our machine, this is also true of real-life teams and players. After all, if it wasn't for the likes of no-frills and decidedly average players such as Ray Clemence, Asa Hartford, Stan Bowles, and Mick Mills, REAL stars like Gazza and George Best wouldn't seem so special.

Thus, with the extremely average Super Soccer and Super Kick Off behind us, Jaleco's Super Goal is set for its Super NES trial. Featuring a side-on view intermixed with viewpoints behind the goal, Super Goal boasts more kicks and tricks than the Nintendo and Imagineer games. It sounds very promising, but is it destined for the reserves team like the aforementioned has-beens? Time, and this review, will tell...

▲ Hey! Come back! I was only kidding when I said that I enjoyed playing with you all

CORNER-CHAMELEON..

Should the ball be booted out of play for a corner by a struggling defence, an options screen appears offering four choices of shot. Each of the joypad's firebuttons represents the target for a long pass into the box and the attackers stand at predetermined points to receive the ball. Another press of the button then sends the ball floating in for a corner, ready for the positioned striker to do their best to slam it in the net.

How To Control The pad is used in conjunction with the fire buttons to pass or punt the ball. The pad moves the nearest player to the ball in the customary eight directions, whilst passing depends on the proximity of your nearest on-screen colleague.

A	KICK BALL	X	KICK BALL
B	KICK BALL	Y	KICK BALL
L/R	NOT USED	S	START: STARTS/PAUSES GAME SELECT: NOT USED

How To Play Okay, see if you can get your head around this. There are two teams of eleven players, right? They each have this thing called a 'goal'. Still with me? Right, using a large inflated leather sphere called a 'ball' the object of Football is to kick this object into your opponent's 'goal'. The player who does this the most wins.

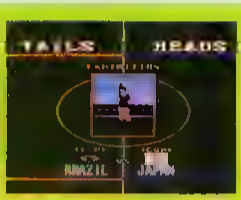
▲ Super soccer action is present at all times during the game. The ll also to the delights of the scoreboard.

SCORING THE MERRETT WAY...

1. Although the action is played across a horizontally-scrolling pitch, whenever a particularly tasty crack at goal is made, the action switches to a viewpoint directly behind the 'keeper...

2. Controlling the larger Goalie sprite, the player is given a split-second chance to send their 'keeper in whatever direction the ball is travelling Depending on their speed, a save is made or the ball is palmed off for a corner

3... Alternatively - and more likely at first - it hits the back of the net! All that remains then is a bit of aprés-goal snogging before play resumes

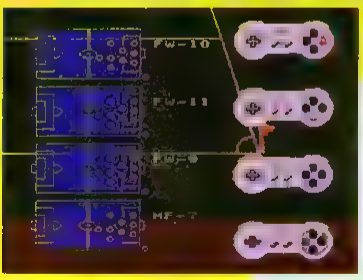


▲ Super soccer action as the referee tosses the coin. Oo-er missus!

HACK 'EM DOWN!

Of course, Football wouldn't be Football without fouls, and Super Goal has late tackle fun a-plenty! Although there is an option to ignore any fouling, playing Super Goal with the option on makes for a slightly more skillful game However, before sneaking up behind a rampaging striker and lopping his legs from under him, be warned that the invisible in-game Ref has eyes and ears everywhere - in fact, he's so omnipresent he surely ranks as a deity! That said, though, although fouls are recognised and free kicks given to the cracked player, very few red or yellow cards are handed out

▲ Pick a team, any team



▲ Giant joypads invade Anfield

PICK A TEAM, ANY TEAM...

No less than 24 international teams are available to control, ranging from mighty giants such as Brazil and Germany to the not-so hot Canadian and Japanese elevens When playing a friendly match, the player is invited to select the team they wish to play as and their opponent Each of the teams is given three main characteristics - defence, attack, and speed - and their ability in each of these fields is depicted by a coloured bar. Obviously, the lesser team have shorter bars, and this allows the player to select the difficulty of their opponent by gradually working their way up from the two aforementioned amateur teams to the slightly more adept players from, say, Sweden or Denmark

REVIEW

SHOOT YOUR SHOT

It has to be said that Super Goal's computer-controlled Goalies are cat-like super-heroes who rarely drop or fumble the ball. As a result of their elasticity, it's not unknown for a match to end in a 0-0 draw. If this happens, a penalty shoot-out is used to decide the winner. Switching the view to that of behind the penalty taker, the player controls either the 'keeper or the taker, using the stick to decide which direction to dive or shoot, and the pad's button to actually kick the ball or prompt the dive.

COMMENT

STEVE

I couldn't believe it the first time my on-screen striker kicked the ball - the explosive sound effect left me wondering if he had fired a cannon! Yessiree, Super Goal is certainly a lot of fun - but for all the wrong reasons. Once you have settled down after hearing the over-the-top sound effects, and have finished wondering why the music sounds like the tunes normally heard when meeting a 'Boss' creature in a shoot 'em up, it's time to get to grips with Super Goal's playability - which, sadly, isn't as long-lasting as the said mirth. At first, all seems fine and dandy; the players receive passes with some of the nicest animation to grace a Footy game, but the number of shots soon proves limiting, and stifles any further enjoyment. In addition, scoring goals often proves impossible thanks to the unbelievable reflexes of the goalies - whilst on other occasions it proves extremely easy. Such basic flaws and dull action eventually kills off any fun to be had from Super Goal, and once again leaves Super NES owners no closer to the ultimate Soccer game.

▲ Super soccer action

▼ Super soccer action

COMMENT

GUS

Remember Jaleco's Goal on the NES? Yup, it has been fully revised for the 16-bit system in all its abhorrence. Actually, Super Goal doesn't play too badly, partly because it's slower and more controllable than the recent Super Kick Off. There is no vast set of options to keep you from the action, and in-game strategy is simple to control. However, when you see the pitch and players it's a complete let-down. The visuals have a distinct 8-bit appearance and sound is strangely detached from the action, more in keeping with the like of Ramparts. An effort has been made to give the game some glamour, with cut-in shots from behind the goal and the odd scene of jubilation, but the substance of the game is no better than average. One major flow, common to many football games, is that it's very hard to score because of the clairvoyant goalie system. Why not make the 'keepers a little more fallible, and make the game a lot more exciting? Despite its tawdry appearance, Super Goal isn't any worse than the football attempts on the Super NES - it merely joins them at the bottom of the Second Division.

RATINGS

PRESENTATION 72

A wealth of options, ranging from a choice of team to the ability to add or remove bots from the action. A scanner is also available to keep tabs on your players.

GRAPHICS 71

▲ The different viewpoints are a really nice touch and add variety to the action. ▲ A bit of variety between the players and more differentiation in the colours of the international strips would've been nice.

SOUND 68

▼ Although impressive, the sound effects and in-game music are completely inappropriate. After all, I have Ian Wright has a hard shot, but it doesn't let off an almighty bang as it leaves his foot!

PLAYABILITY 64

It's easy to get into, and the different kicks and headers are instinctive to use.

LASTABILITY 43

Although there are a number of increasingly hard to beat teams, the action is too dull and there are too few moves to sustain interest.

OVERALL 60

A nice enough Football game, but still far from an essential buy. Too many flaws relegate this to the lower divisions.

CVG

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REVIEW

SUPER NES

1 PLAYER

8 MEG

SHT GAME

PRODUCED BY KONAMI

RELEASE
MARCH

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
THREE

SKILL LEVELS
ONE

RESPONSIVENESS
VALKIEN ACE!

1ST DAY SCORE
261530

ORIGIN
Cybernator, known in Japan as Valken, is an original product from the programmers of such classics as Hellfire, Prince of Persia and Gynoug. The imagery employed is reminiscent of the classic Manga titles such as Gundam and Gunhed but is no relation. We've been waiting ages for this game, and here it is, at last!

The future. At the tender age of twenty-two, Jake was drafted into the Pacific State Marine Corps. As he nears completion of his Assault SUIT schooling, Jake and his fellow students begin to realise exactly why the training has been so intense. During the early years of Jake's recruitment, the Earth enters into a bitter war with a distant planet on the far side of the moon. According to some recently-released files the Earth has been running low on fossil fuels for some time and the opposing planet's governing forces are doing their utmost to take it for themselves.. As a final solution the two planets began to compete for the territorial rights to the moon.

Backed by the hopes and fears of the entire human race, Jake embarks on his first mission. One that he sincerely hopes won't be his last and with you at the controls, the chances are it won't be...

CYBE

NEW POWER GENERATION

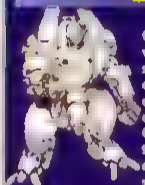
Power-ups are contained in the enemy's store enclosures. By blowing them up Jake uncovers his prize, much to the Assault SUIT's advantage. Some of the enemy forces contain such items too.

Power Chips: Represented by the P icon, the weaponry is powered up one level for every three icons collected.

Energy Chips: Represented by the E icon, the energy chips replace the ailing Assault SUIT's energy supply.

New Weapon: Represented by the W icon, this supplies the Assault SUIT with a new weapon to toy with. Hopefully enough.

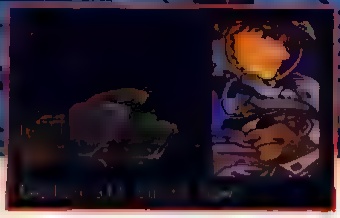
COMMENT



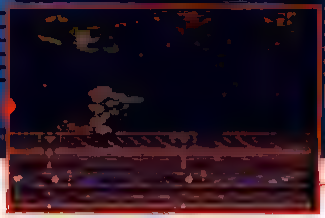
PAUL

Cybernator comes with the most awesome presentation ever seen this side of a CD game. But does this make it Great? As Tim says, the overdose of text and intermission screens may prove an annoyance when all you really want to do is play the game. However, Cybernator is a strange beast all round, the feel of the game is very different from the accepted blaster format in that every obstacle requires more thought than usual. This isn't like the swarm swatting antics usually found but more of an excercise in cool and calculated precision. In this context the idea of a story unfolding as the game progresses works very well. Konami are obviously attempting something different and, in my view, it's a welcome change. I love the Manga-style approach and it transforms the game into something more wholesome than expected. What's more, the Assault SUIT itself is quite an intricate character to control but responds extremely well to the commands made from the joypad. Without wanting to spoil things too much for you, the plot of the game can also be affected depending on Jake's performance - which adds further to the game's lasting appeal. It may not provide the pure adrenalin rush that Contra Spirits gives but Cybernator still rates as one of THE top platform shoot 'em ups available for the Super NES and I can't think why anyone would be dumb enough to [illegible] it!

PAUL



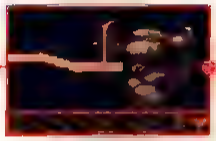
Just does your eye not look a bit dull?



Into view: big robot, big blasting and adequate pumping!

RNATOR

The mobile SUIT (Mobile Armor, Environment, Tactical) used by Jake is capable of the most awesome power. Konami, by means of some very convincing animation, have brought to life one of most complex characters ever to grace a video game. All six buttons are employed in the control of this giant machine, adding an exciting new dimension to the shoot-em-up genre.



Stalking: [illegible] pretty stagger[illegible] this reason all the [illegible] with a colossal [illegible]

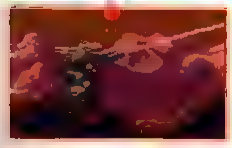
AVAILABLE

The stock weapon [illegible] the Assault SUIT. When [illegible] powered up the Vulcan [illegible] a formidable foot of destruction [illegible] rapid fire bullets [illegible] rebound off surfaces [illegible] they either make contact [illegible] or burn out.

[illegible] capable of retaining a variety of weaponry in its vast arm-mounted cannon. All have their special purposes and may be selected at will. They are as follows:

Jake is often confronted by areas where he cannot risk damaging the SUIT because of enemy placements in heavily protected areas. By using the [illegible] can take care of [illegible] with ease.

[illegible] selection of this thick mode arms the SUIT with a staggering left jab strong enough to pierce the armour of heavily protected droids, [illegible] dread [illegible] Walkers.



[illegible] unawares and not giving them time to do anything about it anyway, the Dash facility fires off miniature boosters at the SUIT's heels.

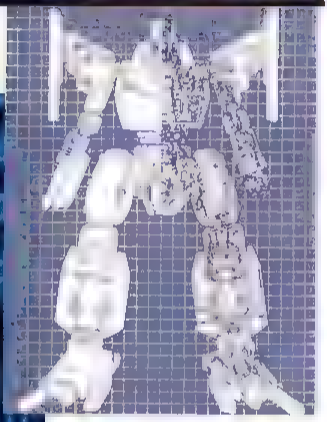
Jump/Jet

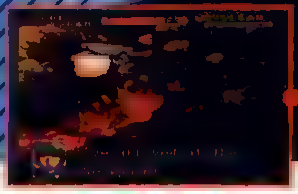
[illegible] Press the jump button again and the SUIT's jet pack roars into action to give the SUIT extra height and a brief period of weightlessness.

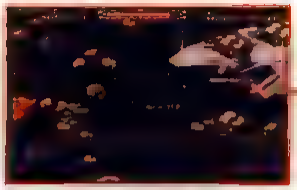
When airborne

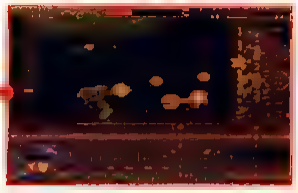
[illegible] the SUIT and aim of the [illegible] the same thing. To prevent [illegible] an early conclusion to Jake's [illegible] solved through being able to hold [illegible] fore making it possible to concentrate [illegible] the movement of the SUIT.

REVIEW









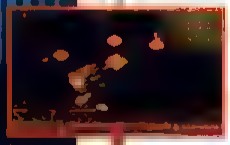
VERSIS VERSUS...

Jake's platoon is led by the battle-craft Versis' captain. The battle-craft Saratoga has already been downed, a victim of unsurmountable odds. The Versis provides the necessary force to infiltrate each occupied area but from then on Jake is on his own. He is, however, guided by his superiors back at the ship who offer guidance at significant points in the battle. The first three missions and their briefings are as follows:

Colony attack: The Versis battlecraft invades the enemy colony with intent to destroy an enemy spacecraft that is docked there. Jake is to prevent the engine block before it is controlled therefore imobilising the enemy craft

Orbital hideout- Ore mined from the moon is sent into orbit by the enemy to await collection. The Ore is then transported into processing lant from where it is used for constructing more weaponry. If Jake can eliminate the plant then the enemy has no hope of rearming itself

Gain control of Arc Nova: Arc Nova is a giant asteroid that was created by a meteor explosion. It is the nucleus of the enemy strike force. Ownership of the Arc Nova means control of the Lunar Route - the safe passage between Earth and the Moon. Jake's mission is obvious here: take or be taken! An evil Captain named Grambia awaits to seal the Earth's fate.



▲ An more terrible Cybernator action

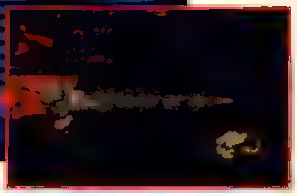
How To Control

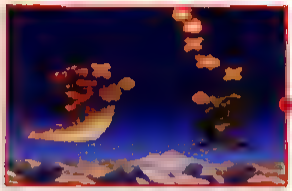
The SUIT is controlled on the ground by the usual left/right D-pad movements. The position of the gun is effected by the rotation of the D-pad also. When airborne, the Assault suit's movements correspond with those of the D-pad.

A	DASH	X	WEAPON SELECT
B	JUMP/ROCKET	Y	SHOOT
L/R	HOLD POSITION/RAISE SHIELD	S	STARTS AND PAUSES THE GAME

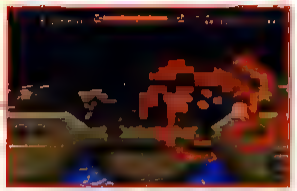
How To Play

Help Jake to accomplish his mission by navigating his Assault SUIT through a succession of battle zones, collecting power-ups and other useful icons along the way. Blast the opposition to smithereens in accordance with the orders from home base!



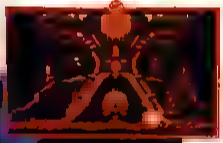


How long can Jake survive this heat?



Nope, MORE! enemies rack the screen!

Surrounded, Jake looks for an opening and decides: "No problem!"



COMMENT

TIM

We've been slobbering in anticipation of this latest Konami blaster for ages now, and when I finally got to play the game my initial reactions were so enthusiastic they're unprintable here! Cybernator is, quite simply, an AWESOME game in just about every respect. But for me it has one fairly major flaw: the flow of this hyper hard blaster is often interrupted by quite useless text which flashes up and freezes the game! Sadly, my reactions to this are unprintable anywhere. There's nothing quite so annoying as finding yourself in the middle of some completely topper mega blast frenzy when some jerk pops up on the screen and tells you something you knew already! Not only that, he takes a good three lines to say it, and by then you've completely lost the flow of the game. Having said that, a major reason why this is so annoying is that the game itself is just so amazing to play! Were the graphics, sound and gameplay anything less than the complete brilliance they actually are I might forgive the intrusion, but with Cybernator all you want to do is blast Blast BLAST! If Konami had thought to include an option allowing you to turn off the speech this game would have won my highest accolade. As it stands, its still a brilliant -if slightly flawed - blaster you can't afford to miss!

RATINGS

PRESENTATION

97

The best presentation to be found in any game on the Super NES to date.

GRAPHICS

96

The animation of the main sprite has to be seen to be believed! The backgrounds are stunning. There's very little to criticise at all - apart from some rubbishy looking blade 7 type sequences.

SOUND

96

Fantastic orchestrated sound tracks mixed with funky grooves joined by great effects.

PLAYABILITY

92

[illegible] of the Assault SUIT is very involved but simple to master and, in the end, superb! The plot of the story changes and keeps the tension as high as a giant kite.

LASTABILITY

89

The game is quite large and the challenge level is high. With the likelihood of plot changes and the sheer quality of the cart it is surely one to come back to.

OVERALL

94

A high quality blast with enough novel features to mark it a head above the rest. However some may find the excessive presentation a bit too much.

REVIEW

SUPER NES

4 PLAYER

4 MEG

SPT GAME

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
N/A

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
$60000

ORIGIN
Conversion of the Irem coin-op based around the American Skins golf tournaments - where each hole has an enormous cash prize!

THE IREM SKIN

The Skins Game. The title perhaps for a bunch of bovver-booted Nazi slapheads playing pass the parcel? No, the Skins Game is in fact a way for dead good golfers to make absolutely loads of money. The way these tournaments run is as follows: every hole has a certain prize (usually an amount of cash) allotted to it. Whoever completes the hole in the least number of strokes wins the foot. Certain holes also have bonus prizes for the player who gets closest to the hole on their first shot. All in all it makes for a cash-filled amboree of woods, irons, silly trousers and Pringle sweaters.

Now all the fun of the Skins Game (apart from all the money, of course) is brought to you courtesy of Irem. Their new Super NES title, the Irem Skins Game, is a conversion of their fairly popular golfing coin-op, and this conversion features all the gubbins that made the original a success - plus a couple of extra features, too!

▲ OK, fine. So which ball is it that I hit, exactly?

Along with the Skins Game itself, there are a couple of other tournament games to enjoy packed into the cart. The first is a standard tournament option which pits up to four players against one another and a whole host of computer opponents ranging from the dismal to the dazzling, the object being to complete the course in fewer strokes than anyone else. Match Play mode pits two players against each other over eighteen holes. The person who completes the course in the fewest strokes taketh the prize. Finally, Stroke Play Mode rears its head. It's pretty much the same as Match Play but allows up to four players to participate

How To Control

Use the directional pad and the buttons to select clubs, change stance, alter the direction or angle of the shot and choose your silly jumpers (well, maybe not that last one).

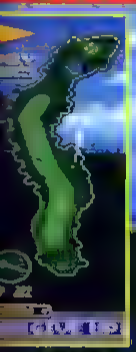
A — Hit the ball.	X — Go back one screen/Cancel names in input screen.
B — Moves the cursor/selects mode in options/skip screen presentation.	Y — Go back one screen/Cancel names in input screen.
L/R — **L/R BUTTON:** Move the cursor left/right in the game screen.	S — **START:** Open/close score window. **SELECT:** Naughti-ola.

How To Play

Use the joypad to select your clubs, choose your shot from straight, hook or slice, and hit the ball at a power of your choosing. Complete each hole in fewer shots than your opponents to win the cash, or in the least number of shots possible if playing a regular tournament.

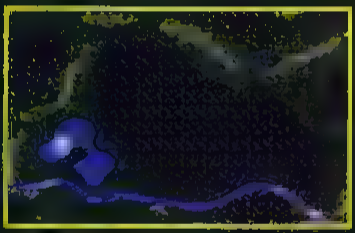
S GAME

Who is the odd one out, readers? That's right it's Burt Reynolds. The others hide their baldness with a hat.



▲ That was an incredible stinker of a bad shot!

▲ Yes, he is going to hit that tree. Idiot!



PROS AND CONS

There are four characters for the Irem Skins player to choose from each with their own golfing strengths and weaknesses Sadly, none of them has a snappy (or even sensible) line in trousers, and most favour ridiculous hats to complete their outfits

MR LONGSHOT A moustachioed pro with loads of power to his swing but not enough control over his shots. A lack of finesse, as pretentious golf fans would have it

MR EVENHAND A bit of a veteran this one Excellent control of both technique and distance, but he doesn't really excel in any one field Best shot for beginners

MS STRONGGREEN Outstanding technical expertise and an excellent putting game Sadly, being a weak and feeble stereotype she lacks the power needed for long distances

MR CURVECLUB An expert at the old stunt shot Mr Curveclub has an amazing or curveclub technique Distance is pretty average but his special shots are very accurate

▲ Right Well, I guess the drinks are on Rad then!

▲ Phew! Put it down, we can smell you from here!

COMMENT

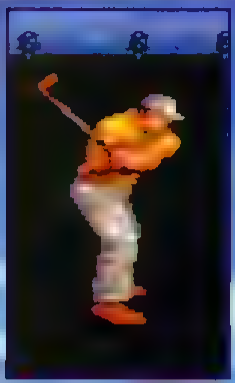
CUS

Irem Skins takes a different approach to the other Super NES golf games, and the result is a mixture of good and bad. The downside first. Having only one course seriously detracts from the lasting-interest of the cart, and some of the useful features of PGA (like the distance judging cursor) are missed here. On the plus side, the arcade 'feel' to the game shows in the considerable pace at which it plays. Some of the holes are very tough, with water and tree hazards everywhere. Duffing the ball is easy, and a nice touch is the variable difficulty set for each type of shot with each club. The game certainly isn't a walkover. Presentation is excellent, with Irem's typical 'James Last on Acid' musical backrounds, and nice panorama parallax as you aim your shots. The clear, quick shot selection system has been well thought out, [illegible] course, four players are sustained [illegible] no point completing their game [illegible] depth of [illegible] because [illegible] wants a sick, fun knockaround.

THE WHOLE STANCE THING

Stance and posture are two very important things to a golfer Not only does this mean he or she can look smart when walking down the street and balance books on their heads, it also enab es them to slice and curve balls to the side, helping them avoid say clumps of trees in the middle-distance of their stroke To replicate this in the Skins Game simply highlight the STANCE option and curve the arrow to select exactly how much curvature you require for your shot However, be careful not to overdo it or you end up out of bounds and two shots down

REVIEW



Ping hot and hopson? Why it must be that Dave Kelsall

"Ungh. Ann, I think I've done my back."

Come on!! There must've been a hundred and one better things to buy with the money than that awful hat, mate!

JIMMY CRIN

On the far right of the screen is the spin gauge Once your club has been selected, the pointer in the gauge begins to move up and down. A halfway mark divides the gauge between low shots on the top half of the gauge and back spin (high) shots on the bottom half of the scale There is also a red danger section at the very top and bottom of the gauge. If you hit the ball whilst the pointer is in one of those, your shot is hopelessly fluffed The size of the gauge and danger zones and the speed of the pointer depend on the club used, the power with which the ball is hit (if it's maximum overkill power) and whether the ball is in the rough or not. So gently tapping a ball on the fairway using a driver yields a long gauge with a slow-moving pointer and virtually no red zones, whilst trying to smack a ball off the rough near a water hazard with the same club means a tiny weeny gauge almost completely occupied by danger zones and a super-fast pointer!

COMMENT

RAD

The SNES isn't really short on golf games, but the Skins Game is a bit different. It's a lot less simulation-esque than things like PGA Tour Golf for starters, which is hardly surprising seeing as it's an arcade conversion. This means it moves a lot faster than most golf games and there's less emphasis on the technical aspects of the game and less knowledge of golf required. However, it also means it's not quite as absorbing or relaxing as most golf games. That said, The Skins Game isn't quite as boring as you might think. Your golfer is still capable of plenty of interesting (if a little unfeasible) shots, and some of the holes do require a bit of thought to get through. Unfortunately though, once you've worked out how to beat each hole a lot of the challenge disappears as there's only one course to play. Overall, The Iron Skins Game is an enjoyable cart for a quick round now and then, but lacks the depth and variety needed to satisfy golf fans or provide real long-term appeal.

RATINGS

PRESENTATION — 89

Product was, most to accurate and [illegible] impressive course and have [illegible] between each fairway.
[illegible] options to speak of.

GRAPHICS — 81

Good golfer graphics and smart scaling and [illegible] throughout.
[illegible] of the green is confusing until you [illegible] which bits are bumps.

SOUND — 73

[illegible] collection of golf-worthy tunes accompany play, although they stop whilst the shot is taken. Out of respect, no doubt.
[illegible] effects are a little limited (wheeze, [illegible] etc).

PLAYABILITY — 70

There's the Skins and the Tournament options to beat, the latter being pretty tricky.
There's only one course to challenge you, however.

FLEXIBILITY — 81

Fast-moving (for a golf game) and enough options to keep things interesting.
It's not particularly realistic, which may annoy some golfers.

OVERALL — 76

A fun game which may not be realistic enough for some people and doesn't hold enormous long-term lastability. Go for it if you're after a stress-free and relaxing game.

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

GAME BOY ROUND-UP

Our Celtish correspondent GUS SWAN searches his sporran and casts an eye over the Game Boy goodies he finds therein...

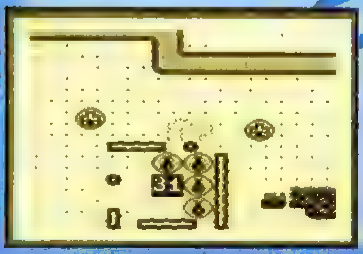
RAMPARTS

TENGEN
£24.99
RELEASE:MARCH

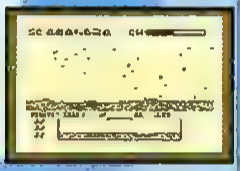
Ramparts seems to be assaulting the console world at the moment, with versions available for just about every format. This, like most of the others, has stayed true to the game despite the Game Boy's limitations. Because the screen is so small, it scrolls to keep the action central.

The game itself plays in two parts: firing cannon-balls at invaders and repairing any damage to your castle in a Tetris-like race against the clock. The problem is, these two stages are separate. Apart from that, the graphics have had a complete make-over. The original's ships have been completely ignored and replaced by strange salt cellar-like attackers. Not a major mistake, but Ramparts was [illegible] and unless the link option appeals to you, I'd steer clear.

PRESENTATION	78%
GRAPHICS	51%
SOUND	50%
PLAYABILITY	68%
LASTABILITY	57%
OVERALL	58%



Whenever a battle ends, the player is given a limited time in which to repair any damage to their castles. If they fail to plug all the gaps, they are rendered unarmed for the next battle - effectively [illegible]



The dock option ran[illegible] should the bar at the top of the screen expire, then the player's character is restored to visibility.

DROPZONE

MINDSCAPE
£34.99
RELEASE:TBA

In 1986, Archer Maclean devised the greatest Defender clone for the C64. It's taken its time, but now Dropzone is here for the Game Boy - a gut-busting blast if ever there was one. The action in Dropzone is designed to be speedy and simple. Each level takes place over a horizontally-scrolling moonscape, with your spaceman out to protect the occupants of a planet base. Your men are in little capsules trundling over the surface, ready to be picked up and dropped into a handy base - the titular Dropzone. However, chaos comes in the form of a large alien invasion force out to destroy the base with their androids. Thus, your other main task is to blow the living daylights out of anything airborne. This is an amazingly accurate conversion, given the Game Boy's diminutive screen size. The graphics and game feel are excellent, and learning to deal with the inertia takes a while but becomes second nature when mastered. Otherwise, this is great fun - and the perfect sort of game to stick on the Game Boy for ten minutes, or a couple of hours.

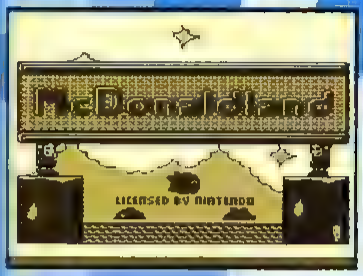
PRESENTATION	72%
GRAPHICS	85%
SOUND	76%
PLAYABILITY	88%
LASTABILITY	82%
OVERALL	86%

McDONALDLAND

OCEAN
£24.99
RELEASE:TBA

This new platform romp from Ocean is in many ways similar to the Burger Emporium bearing the same name: quite clearly manufactured, bearing no original features, but so curiously convenient and familiar you find yourself going back every so often. The scenario is a blond 'rescue Ronald's magic bag' affair whilst picking up as many Golden Arches(TM) as possible. The action is the usual platform fare of jumping on blocks, avoiding water/baddies and making it through to the next forest level. The graphical style is clear but slightly clumsy, with an emphasis on simplicity that leans to dullness. It's a hard game, and you'll find yourself falling foul of many tricky bits, and the game lacks a continue option. On balance, you are sure to get some solid, if unsurprising enjoyment from McDonaldland.

PRESENTATION	77%
GRAPHICS	79%
SOUND	64%
PLAYABILITY	78%
LASTABILITY	72%
OVERALL	75%

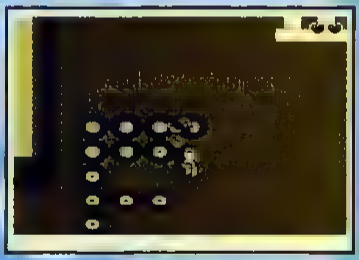


THE BLUES BROTHERS

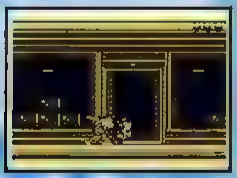
TITUS
£24.99
RELEASE:OUT TBA

The Bros are in trouble - with the law, and just about everyone else in town. The plan is to get a band together and rock everyone back into harmony, sort of Live Aid style. The problem is getting Jake and Elwood through some really hostile territories like the local Mall, a warehouse and the town's sewer system. This is the gist of Blues Brothers Game Boy, Titus' third attempt at the game on a different system. The basis of the game is a series of scrolling platform levels, lifts and the odd bomb in a box. Police are ready to shoot on sight, against which you only have packing cases to throw as protection. Little more need be said past the fact that the failings of the other two versions persist here. The graphics are poor, the gameplay has nothing in common with the film, and what platform action there is tarnishes very quickly. This version is a slightly improved version of the NES game, with the level layouts slightly changed and the most annoying aspects of the game ironed out. The challenge level is still high, and there is now an aim - collecting records - which has been transported from the Super NES game. However, silk purses have not come from sow's ears in this case, and the Game Boy masses, including fans of the film, are advised to give this a reasonably wide berth.

PRESENTATION	67%
GRAPHICS	58%
SOUND	47%
PLAYABILITY	55%
LASTABILITY	50%
OVERALL	53%



Jake and Elwood hit ▶ the Game Boy's monochromatic screen with all the impact of the NES and Super NES versions - basically, none at all...



GAME BOY ROUND-UP

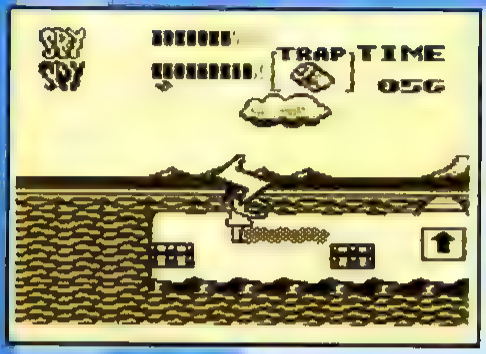
SPY VS SPY

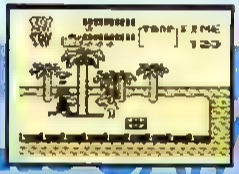
KEMCO
£24.99
RELEASE:

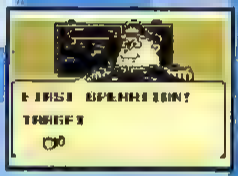
Last year Spy produced a successful series of games on the C64, each of which was based around the idea of setting traps for an unknowing second player. This new Game Boy title is a trip down memory lane for tricksters who remember planting bombs in boxes and dropping coconuts from trees.

The object for both White and Black spies is to collect the attaché case and the five important documents from chests littering the maze levels. Once all these items are collected, the winning spy makes his way to the exit and the next level. Both spies play to a strict time limit. Traps are a diversionary tactic. Plant one and any Spy who triggers it will be stunned for valuable seconds, and lose any items they [illegible] (or running). You have to [illegible] but you don't fall for your own trap. Though. After each five stages you move to another scene – like the Pyramids or a Volcano level. The real feature of the game is the two-player mode, using the game-link cable. Both Spies work in a head-to-head, completely unaware of what their opponent is up to. Spy Vs Spy is a worthy conversion of the ideas in the original with competent graphics and sound, but is only really fun to play with a human adversary.

PRESENTATION	85%
GRAPHICS	79%
SOUND	68%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	82%





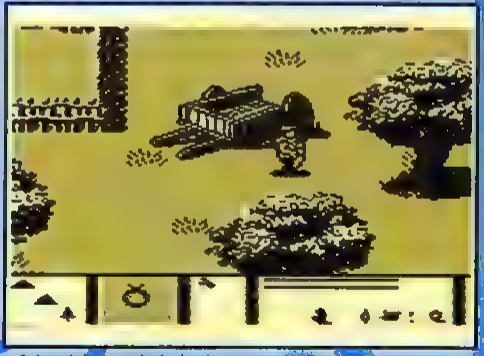


PRINCE VALIANT

OCEAN
£24.99
RELEASE: Out Now

The hand-held version of Prince Valiant, Ocean's new roistering hero, is a real departure from the NES version. Instead of platform action, the game is set over a world map divided into a matrix. The world is divided between light and dark squares, and you choose which side to support. After commencing, the game is split in two parts. The strategy screen shows all the landscape features and where all the characters are located. From there you select a player and zoom in on the square he commands. You move him across the map, turning each square he enters to your colour. The objective is to surround enemy castles with squares of your colour, and thus conquer them. The second phase of the game starts if two players characters into the same square. The victor is sorted out by a fire-fight, within which each character has their own special weapon. Once all the castles are taken, the game is won. There is a range of options regarding enemy intelligence and world size. Game Boy Prince Valiant is more original than its NES counterpart, but just as simplistic in terms of graphics and gameplay. Absorbing for the first few turns, but its limitations ultimately let it down.

PRESENTATION	85%
GRAPHICS	62%
SOUND	45%
PLAYABILITY	72%
LASTABILITY	61%
OVERALL	63%



▲ Exploring the landscape takes the player between map and playing phases.

New. For your SUPER NINTENDO New. For your SUPER NINTENDO New. For you

SUPER PROBOTECTOR REVENGE OF THE REBELS

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REVIEW

SUPER NES

2 PLAYER

8 MEG

SPT GAME

PUBLISHER
BY TECMO

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
N/A

SKILL LEVELS
1

RESPONSIVENESS
VERY GOOD INDEED

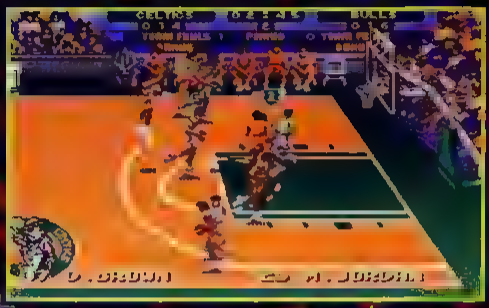
1ST DAY SCORE
46-42 (Doh!)

ORIGIN
Another officially licensed NBA basketball game, this time from Tecmo.

SUP BAS

If the thought of dribbling, pushing and heaping reminds you of your senile granny you're obviously not a basketball fan. For indeed, these terms belong with the amazingly popular American sport of basketball. This sport sees a number of lanky chaps running up and down a court trying to get a ball into their opponents', um, basket. The game originated many years back at an orphans' home in the States, Rad informs us, where the proprietor nailed an old wastebin to a wall and kept the urchins occupied by trying to throw balls into it. Of course, this great idea spread and became the foundation for one of the worlds top sports. Good thing they didn't have wheely bins in those days, eh?

Tecmo Super NBA brings all the excitement of the game to the SNES, with the player taking control of his or her favourite real-life NBA team and trying their best to take them to the top of the heap, using all their gameplaying skills.



PLAYING THE GAME

First off are the standard one-player and two-player modes, the latter for one or two players if simultaneous tapes are your boy. Then there's the fine computer option for those of you who fancy watching a big league basketball game but don't have satellite TV. Finally there's the computer assisted option. Here, the computer takes control of your team, leaving you to simply handle all the management/coaching options. A computer-assisted team may be pitted against a computer team, a human player or even another computer assisted team, leading to lots of pause-the-game-and-change-tactics fun.

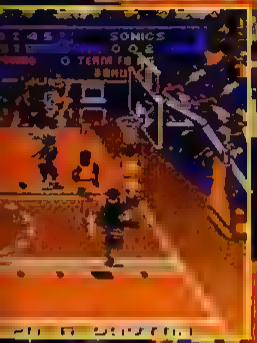
▲ No shooting or scoring here. This is the team selection screen.

How To Control Use your trusty joypad to move your players around the old basketball court attempting to gain possession of the ball and score points. Each button has one or two different functions, depending on whether the player has the ball or not.

A	Pass the ball.	X	Swap player under control.
B	Steal/shoot.	Y	Jump
L/R	Jump	S	START: Nothing. SELECT: Switch to menu screen.

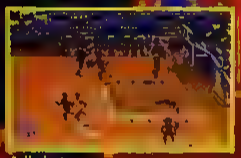
How To Play Use the joypad and buttons to perform combinations of moves on the basketball court. The idea is to take on the other NBA teams and win those play-offs to become the top basketball team of all time.

ER NBA KETBALL



HUMANITY IN A SUBSTITUTION

Select button certainly [illegible] a strategic game. [illegible] calls up a menu which allows you to look [illegible] the playbook, check [illegible] individual movements of [illegible] the speed of play and turn [illegible] on or off. It also gains score [illegible] and fast paced. During [illegible] rate. The solution is simple - call up the sub [illegible] possible sub is available at all times, and it's [illegible] onds, so if your in the [illegible] only get one second left to score [illegible] of time left. However, only seven one-minute

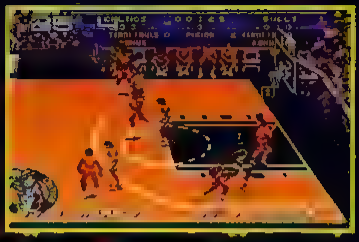


▲ He shoots...

▲ ...and...

▲ ...scores!

▲ So does, here's the score!



▲ More shooting and scoring action shot!!

COMMENT

RAD

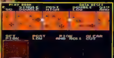
It must be said that at first glance Super NBA is very similar indeed to Bulls v Lakers. However, once you get into it there's even more in this than that classic Megadrive basketball sim. Certainly the the graphics are almost exactly the same, apart from the pretty excellent animated cut sequences, and the on-court action isn't really that much different, but that's no bad thing. What really makes Super NBA is the sheer wealth of options and the great playbook. At first, this doesn't really seem to make much difference and everyone just lags it around in a seemingly random fashion, but soon enough you get to grips it and you even find yourself spotting what play the other team is employing, and changing yours to combat it! It's all very fast too, and the ball movement and collision detection are as accurate as possible. If you're a Super NES-owning basketball fan or you're just interested in a fast, exciting and in-depth sports sim, buy Super NBA.

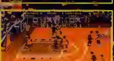
SHOOTING THROUGH THE RING

[illegible] basketball isn't quite as [illegible] American football [illegible] plays or heavily defensive plays, so you can change your game to suit your situation. For [illegible]

ANIMATION - THAT'S THE NAME OF THE GAME

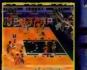
At certain moments, the action switches [illegible] cut-section detailing things [illegible] way. For instance, [illegible]





▲ First person perspective shooting and scoring.

▲ "I... I... could... just shoot and... score."

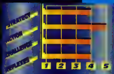


▲ "Shoot and score, shoot and score", cried the crowd

COMMENT

NBA is a pretty laudable effort at a Basketball game from Tecmo. Its most striking feature is its speed. The game plays about twice as fast as Bulls v Lakers - and that's on slow mode! The joypad functions are comprehensive, if a bit awkward to use. The on-screen presentation is particularly impressive, with scorers well marked, and players well defined. NBA is not short of the stats and features that Bulls v Lakers was famous for. In fact, there must be even more on this - with strategies, player profiles and team standings. It all becomes a bit of a labyrinth. That's why it's comforting to now that at the heart of it all there is a good on-court game. However, a couple of niggles remain, centred around the easiness of fouling accidentally and the tendency of some of your guys to play like spanners. Barring that, sports fans should go for this without hesitation.

RATINGS



▶BREAKDOWN

PRESENTATION

▲ Loads of options, cut scenes, stats and information [illegible] of a high standard [illegible]

93

GRAPHICS

▲ Big, well drawn and superbly-animated sprites bound around a detailed court scene.
▼ Sadly, that one background does get a bit dull after a while.

89

SOUND

▲ Good selection of court-related effects and not bad music which accompanies the game.
▼ The effects lose their variety after continuous play.

81

PLAYABILITY

▲ There's loads to keep the player occupied, with scores of plays and loads of fast and responsive action.

91

LASTABILITY

▲ All the NBA teams are here, and you won't beat the play-offs overnight. Still, there's always the two-player mode.
▼ Not much variety, what with it being a sports game and everything.

90

OVERALL

As fine a basketball game as there is. Uses all the best ideas from previous basketball games and adds a lot of good ideas of its own. Highly recommended.

91

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GAME FIRST

FINAL FIGHT

BY:NINTENDO
£44.95

Capcom's answer to the Double Dragon series was also one of the first Super NES games to reach Britain. Set in a New York of the near future, Final Fight follows the fortunes of Haggar, the city's street-fighting Mayor or his great mate, Cody, as they trek across the scum-ridden streets in search of Haggar's kidnapped daughter. Played across a series of horizontally-scrolling stages, the player guides their chosen character as they punch, kick and use all manner of unorthodox moves against the many hoodlums they encounter. Whilst Final Fight proves fairly entertaining, very little skill is needed, and the variety between the levels is limited to changing the backdrops. True, the same applies to the coin-op, but even so Final Fight looks very dated and has since been superceded by its many clones.

PRESENTATION 70% GRAPHICS 84% SOUND 79%
PLAYABILITY 83% LASTABILITY 72% OVERALL 76%

STREET FIGHTER II

BY:NINTENDO
£64.95

Hold on a minute, I'm preaching to the converted here, aren't I? The ultimate coin-op reaches the Super NES in the best arcade conversion to hit the machine! A 16 Meg cart, all your favourite coin-op fighters have been recreated, ranging from lard-boy Dhalsim to the well fit Chun-Li. In case you've had your head buried in a deep hole for the last year or so, Street Fighter allows the player to choose one of eight fighters, [illegible] up to wipe the floor with the other seven contenders and the last four champions. It's hard knowing where to start with Street Fighter II as everything about the game is brilliant. Moves are easily put together into combinations, and each character has specific strengths and weaknesses which need quite skill to monopolise. In addition, graphically, Street Fighter II is a near perfect recreation of the coin-op which features [illegible] backdrops and touches which made the coin-op so spectacular. A stunning game, Street Fighter II is one of the few games which every Super NES owner should own. Get a copy now or spend the rest of your life being knocked by the rest of the world.

PRESENTATION [illegible]
GRAPHICS 95%
SOUND 91%
PLAYABILITY [illegible]
LASTABILITY [illegible]
OVERALL 94%

TKO

BY:SOFEL £49.99

Boxing games rarely work as they offer little variety in terms of action, and skill rarely plays a part. True, this could also be said of the real thing but I'm sure Nigel Benn and Co have certain strategies when entering the ring. TKO is the perfect example of how not to write a boxing game. Viewed from a side-on perspective, it is graphically reminiscent of Activision's ancient Barry McGuigan licence, and even now, some six years later, the Activision game still offers more fun than TKO. Although a wide range of boxers line up to take the player on, I doubt whether many people could be bothered to play past the second or third, as the rounds seem to stretch for days and the chances of any lasting interest is about as likely as Eldorado surviving until next Christmas.

PRESENTATION 83% GRAPHICS 52%
SOUND 18% PLAYABILITY 37%
LASTABILITY 27% OVERALL 36%

SUPER DOUBLE DRAGON

BY:TRADEWEST
£44.95

Billy and his brother Jimmy have been [illegible] long as I can remember, and not one of their adventures has [illegible] me as particularly good. For their Super NES debut [illegible] girly pink and blue outfits, but also benefit from the addition of a load of new moves and blocks. Thus, amidst the trading of punches and kicks, it's also possible to add a little spice to the proceedings by grabbing an opponent by their hair and kneeing them in the face - or grabbing their flat as they swing a punch, twisting it behind their back and laying into them! Super Double Dragon makes good use of the joypad's four buttons, and the moves are among some of the most realistic for such a game. Although the game takes the player through an airport, up a lift, and eventually into the baddies' lair, no more than three opponents ever appear on screen [illegible] they also attack one at a time, making it extremely easy [illegible] them out. There's also a severe lack of variety [illegible] real [illegible] of [illegible] the game [illegible]

PRESENTATION [illegible]
GRAPHICS 73%
SOUND 69%
PLAYABILITY [illegible]
LASTABILITY 74%
OVERALL 73%

BEAT EM UPS

The Super NES may be a relatively new machine, but it has already been swamped with beat 'em ups. Obviously Street Fighter II has been receiving the most attention, but just how do the rest measure up?

VLES!

RIVAL TURF

BY:[illegible]
£44.95

Oddie Nelson and Jack Flak are two vigilantes who [illegible] avenged [illegible] the evil Street Kings gang. However, O[illegible] and Jack [illegible] bers of a gang - the Final Fight Clan [illegible] Association [illegible] adventures run virtually identically to [illegible] of Haggar [illegible] struggle through this dull effort, anyway.

PRESENTATION 68%
GRAPHICS 73%
SOUND 78%
PLAYABILITY 68%
LASTABILITY 29%
OVERALL 45%

KING OF THE MONSTERS

BY:TAKARA
£44.95

[illegible] get trampled underfoot - classic [illegible] stuff! Well, it would be if only pro[illegible] longed play wasn't so tedious.

PRESENTATION 80%
[illegible]
OVERALL 57%

[illegible] way soon gets extremely dull and [illegible] even small touches such as tiny heli[illegible] [illegible]ures about much content as the films it is based on.

ULTRAMAN

BY:BANDAI
£44.95

[illegible] Japanese B-movie hero makes the [illegible] [illegible] a lot to be [illegible] [illegible] superhero was, for [illegible] [illegible] appears to be a large bullet on [illegible] appearance leads to ridicule [illegible] [illegible] life, as a series of single-screen [illegible] instant boredom and the [illegible] game on a complete Dodo.

Admittedly, the many foes Ultraman battles are interesting and wouldn't look out of place in such a film, but they all follow ridiculously simple attack patterns, and Ultraman himself is far from the agile hero we perhaps would have expected. As a result of these combined failings, Ultraman is a turgid effort which deserves no attention whatsoever.

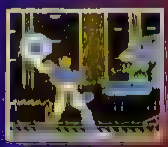
PRESENTATION 43%
GRAPHICS 62%
SOUND 53%
PLAYABILITY 47%
LASTABILITY 28%
OVERALL 31%

SONIC BLASTMAN

BY:TAITO
£44.95

One of the weirder machines of late, the Sonic Blastman coin-op is the modern equivalent of a 'Test Your Strength' machine. Using a touch-sensitive pad, to punch a series of on-screen objects - including skinheads, lorries and even a planet - the player is given three hits to stop them in their tracks. The harder the player hits the pad, the more on-screen damage is caused, until the predetermined score is eventually matched. However, in a game which is Sonic Blastman by name only, the Super NES game is yet another Double Dragon-style beat 'em up to add to the existing pile. Controlling the blue-suited hero, numerous levels of non-stop kicking 'n' fumping action await Blastman, with a poor imitation of the coin-op sequences relegated to sub-game level. Although the moves available are often quite humorous - Blastman picks people up by their hair and shakes them around! - the age-old problem of repetition soon sets in, and another dull beat 'em up joins the rest on the scrap heap.

PRESENTATION 64% GRAPHICS 74% SOUND 61%
PLAYABILITY 79% LASTABILITY 63% OVERALL 65%



ADVANCE SCREENING

PREVIEW SYSTEM

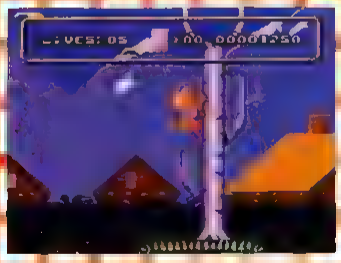
CLAY

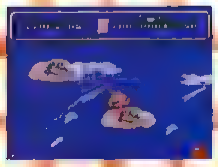
In the UK we have Silly Putty to keep us occupied whenever we feel the need to play around with a strange mass of rubbery gel, but the American alternative is the colourful Claymate - the basis for Interplay's [illegible] arcade/adventure. Whilst visiting his [illegible] father in his laboratory, young Clayton stumbled across an evil Voodoo chief trying to blackmail his dad into aiding with an evil plan. Running in to rescue his dad, Clayton was pushed into a strange contraption by the chief and promptly changed into a bouncy ball of clay.

As his father was whisked away by the chief, Clayton was alone in a vain attempt to free his strange pal. Luckily though, being a blob of [illegible] matter isn't as bad as it sounds, collecting a series of flashing icons [illegible] form changes to that of a cat, a [illegible] fish - each of which have their own benefits. For instance, as a cat Clayton climbs near vertical objects with ease, whilst adopting his mouse persona enables him to run faster, and being a fish allows him to swim. It's not all plain sailing, though, and numerous members of the Voodoo chief's army are out to sap Clayton's energy and eventually kill him. Expect a review very soon.

▼ Use your shape changing abilities to transform into different animals, each with their own characteristics, such as the tree climbing skills of a cat.

▲ Clayton in mouse form races through the sewers in a bid to rescue his father.





GAME FAX

- PRICE: TBA
- BY: INTERPLAY
- PLAYERS :1
- MEGS: 4

MATES

PLOTTING A COURSE

Clayton's journey is constantly updated via a map screen However, as well as covering his journey, the player should also try to keep our hero away from the chief's warriors who also move across the map To do this, small traps are at his dispösal and are used to kill off the pursuing nasties - but these also prove hazardous to Clayton's health, so be warned .

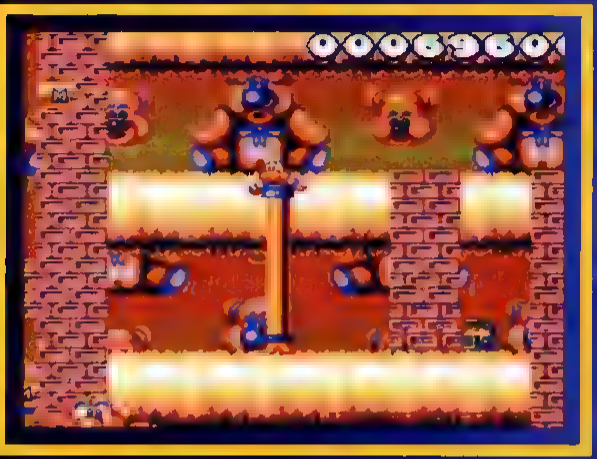
▲ Use the map to locate things with!

ROBO

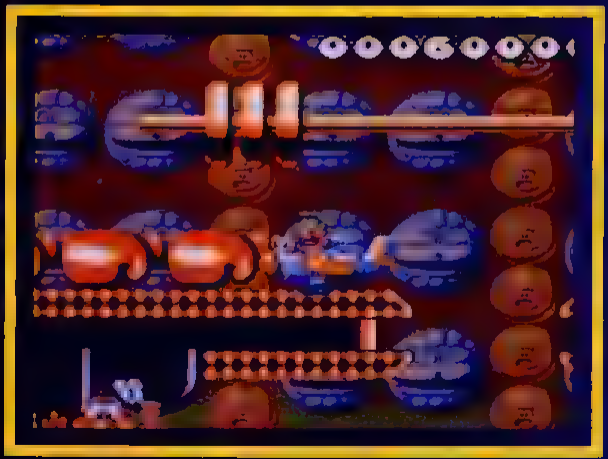
Arguably the most famous undersea secret agent ever, Millenium's James Pond is set to make his Super NES debut courtesy of Ocean. Robocod is the fishy hero's second outing - his first was an average arcade/adventure - and pits James against his long-term nemesis, Doctor Maybe. In a plot which is set to shock the world, Maybe has kidnapped Father Christmas and is using Santa's present-making factory as a production centre for a new wave of deadly toys. This obviously would have massive repercussions and could even see Maybe taking over the World. Enter Pond to try and thwart his plans.

Starting outside Santa's sprawling factory, a number of entrances mark the different areas under Maybe's control. Each of these is based on a gift theme, ranging from toys and sweets to music, and has been overrun by Maybe's newly-created cronies. Luckily, as an aquatic agent, Pond is armed with a number of special abilities - including a rather neat expanding midriff! This means that, in addition to leaping on his foes a la Mario, our hero also has the ability to stretch his body in order to reach those previously inaccessible areas.

In its original Amiga and Megadrive forms, Robocod won all sorts of acclaim for its fast-moving action and original slant. Ocean's conversion is being coded by the original Millenium team who are also making additions to the code to make the most of the Super NES's capabilities. Robocod is scheduled for a late 1993 release.



▲ Our fishy hero uses his ability to extend his metallic body enabling him to reach platforms that are to high to jump upon. Cod boy must be careful however, as contact with any flying foes will cause our hipper-like chum to fall back down!



▲ Robocod takes to the skies in his very own private jet. Fascinating eh!

GAME FAX

- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4

COD

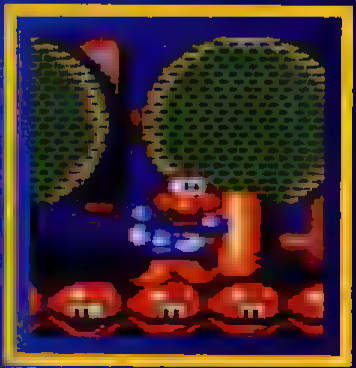
ROE-CKET MAN

No sooner was the original Amiga version of Robocod finished, then Millenium were busy considering ideas for a third game in the series. Possible mooted titles were The Shrimpsons and Aquabatics, but it was eventually decided that James should head for the moon - thus James Pond III: Splash Gordon was born. Although only at a very early stage of development, Pond III once again pits James against Maybe, who this time is selling bits of the moon via a cheese factory he has built there. Using a special pair of anti-gravity boots which allow him to run across the ceiling and up walls, numerous alien-infested levels stand between James and another show-down with Maybe. As of yet, nobody has signed the rights to the Super NES version, but we'll have more news soon!

▲ The various levels of Robocod are strewn with objects which Robocod can collect to enhance his already marvellous flipper-like skills. Not all objects are useful and some can kill Robocod so [illegible]

▼ At the start of the game our fish finger-eating chum must enter Maybe's castle to take part in many fun-packed adventures!

▼ As you can see from this close-up pic, Robocod is clearly the most accurate graphical representation of a robotic cod ever to grace a video game.



LETHAL WEAPON

With the Super NES game complete (see review on page 38), Ocean are now turning their attention to NES and Game Boy versions of Lethal Weapons. However, rather than a port the Super NES game over, Ocean have instead opted to pitch Riggs and Murtaugh in the middle of a Double Dragon-style beat 'em up.

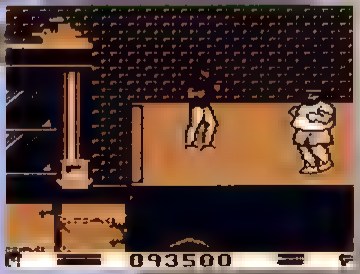
Assuming the role of either cop, the player starts the game armed with a handgun and a limited number of bullets. As the assorted felons pile on to the screen, Riggs and Murtaugh take them out before moving on. Of course, the crooks and villains don't take too kindly to this sort of maltreatment, and much punching, kicking and throwing of objects ensues - with direct hits sapping the good guys' energy bars. As well as their guns, our heroes are also experts in martial arts and Riggs is adept at performing flying kicks whilst Murtaugh has a real mean right hook.

As the duo progress through a series of stages, the enemies get tougher and larger and bosses also appear at the end of every stage. There'll be more news soon, so keep tuned.

▲ Thrill as you guide Riggs and Murtaugh through level after level of deadly park fighting and desert combat scenes!

▲ Chop socky action as Jackie Chan, or sorry, Martin Riggs, crosses a Desert!

▲ Sappy lines by the movie film based



▲ Riggs listens patiently as Andre Agassi informs him of the perils of maintaining a cream cake diet.

GAME FAX

- PRICE: TBA
- BY: OCEAN
- PLAYERS :2
- NES MEGS: 2
- G/B MEGS: 1

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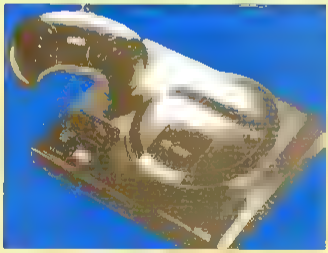

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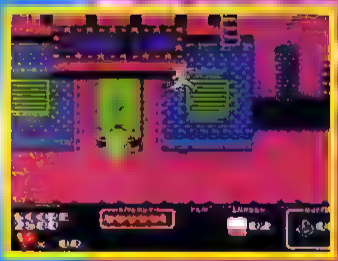
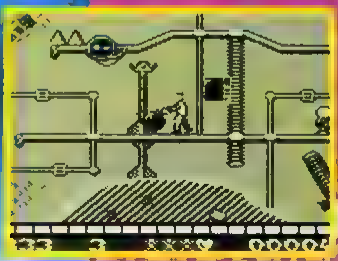
In addition to their Super NES game based on the heavily-slagged film, Ocean are also busy working on NES and Game Boy versions of Cool World. During the development of the Super NES game, Ocean realised they could never squeeze ideas such as Jack Deebs' hammer-like fist into the Game Boy, so each version has been modified to make the most of the system For instance, the Game Boy game is heavily platform-based, with the player guiding Deebs between Cool World and Earth in an attempt to stop the cartoon characters from bringing too many Earth objects into Cool World and thus upsetting the delicate balance between worlds. Meanwhile, in the NES game, Deebs enters a smaller version of the Super NES world in a scrolling puzzle-based arcade/adventure. Although the game styles between the two versions are significantly different, though, several ideas have made it to both versions - for instance, Deebs is armed with a pen which he uses to suck the ink from the cartoons in order to disable them.

Both the NES and Game Boy games are virtually complete, and NMS will be running full Reviews shortly Stay tuned!

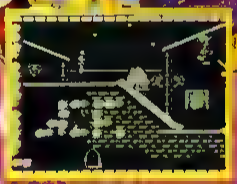




HOLLI WOULD IF SHE COULD

...AND SHE WILL

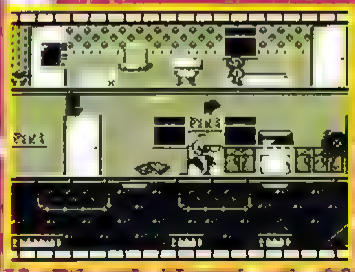
COOL WORLD



GAME FAX

COOL WORLD

- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4



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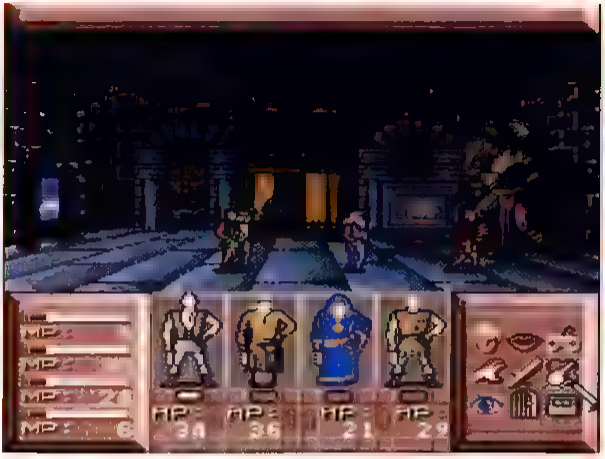
DRA

The Super NES has its fair share of every kind of game, except perhaps for RPGs. A move to redress this imbalance is coming soon in the shape of Drahkken from Infogrames. This involved adventure takes you to the isle of Drahkken, where a monster race are planning the final destruction of mankind.

Stopping them means controlling four different characters, each with their own skill class. You must guide them across the four island zones, making alliances, carrying out tasks, and fighting a lot of monsters. Places of interest worth visiting include the castles of the Drahkken princes, and the mysterious shrines of the priests of Anak. They do a nifty line in resurrection at no extra charge.

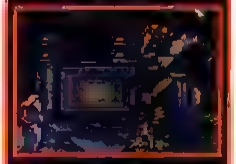
Drahkken was originally programmed for the Amiga, and was quite a success a couple of years ago. The convertors for the Super NES are Kemco, who have produced a real variety of games like Top Gear and Phalanx, and new Drahkken. How will it fare the rigorous NMS Review treatment? Unfortunately we weren't able to cram the full works into this issue, so tune in next month and you surely will find out!



NEW VIEW

One Drahkken feature of note is the use of Mode 7 to create an outside environment. With your characters out of view you're able to move round the island from a 'driver's eye' viewpoint in fast 3-D. To enhance the natural look, the outside landscape cycles through bright daylight to starry night, with spectacular sunrises and sets in between. As you'd expect, travelling at night is a risky prospect!

GAME FAX

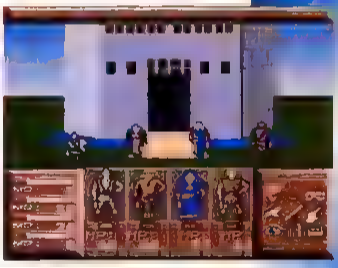


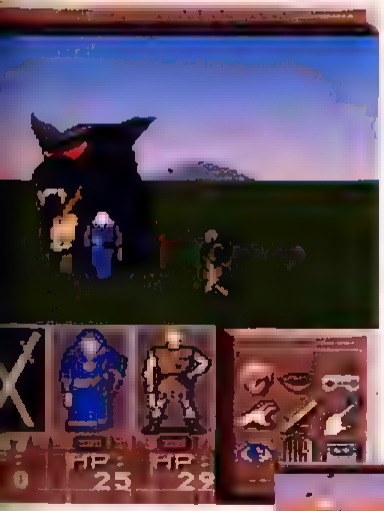
- PRICE: £44.99
- BY: INFOGRAMMES
- PLAYERS :1
- MEGS: 8

KKHEN

▲ Interaction with any characters the party meets is effected via a series of simple-to-use icons.

▲ Mode 7 is used to full effect to ensure that the 3D section is updated quickly and smoothly.





▲ In the midst of a 3D wilderness, the three remaining adventures encounter a vicious Rottweiler hound(!)

▲ On entering the game's many buildings, the action switches to a more conventional side-on view with the players moving in and out the many doors.

THE OFFICIAL TOP 10 CHARTS

Nintendo MAGAZINE SYSTEM

Yes indeedy, pop pickers, 'Fluff' Freeman may have retired, but his spirit lives on in the NMS officia charts. Are you ready to get to grips with the best games for your system. Not 'alf...

GAME BOY

1	SUPER MARIO LAND II	(2)
2	SUPER MARIO LAND	(1)
3	KIRBYS DREAMLAND	(NE)
4	LOONEY TUNES	(NE)
5	BATTLETOADS	(NE)
6	PARODIUS	(NE)
7	ADDAMS FAMILY	(8)
8	BATMAN 2	(10)
9	CHESSMASTER	(NE)
10	HOME ALONE	(NE)

NES

1	SUPER MARIO BROS 3	(2)
2	PROBOTECTOR II	(NE)
3	TINY TOON ADVENTUERS	(4)
4	BATTLETOADS	(3)
5	TAILSPIN	(6)
6	MEGAMAN	(NE)
7	LEMMINGS	(NE)
8	TOM AND JERRY	(7)
9	WWF	(5)
10	THE SIMPSONS	(9)

SNES

1
2
3
4
5
6
7
8
9
10

STREET FIGHTER II (non mover)

Ryu, Ken, and Chun-Li show no sign of leaving the top of the pops, number one spot, and Christmas sales should keep them there for the next couple of months. This absolutely fist-tastic thumpathon deserves all the credit it gets, and is still THE best arcade conversion to grace the Super NES. Let's rock...

SUPER MARIO KART (NE)

Faster than a DJ's speeding helicopter, Mario Kart makes its anticipated debut in the Super NES chart - racing past the pack to the heady heights of number two. Quite simply the best racing game available, Super Mario Kart is a cross between F-Zero and that age-old favourite, Pitstop II - and combines the best elements of both. Now let's race, [illegible] to overtake him.

ZELDA III (NE)

Link's best adventure to date is also picking up votes from all you cart-a-holics. It's not 'alf a goody, too, folks and is simply the ultimate in Super NES RPGs. It's big, it's colourful, and it'll last longer than Fluff's radio show. Corking stuff.

ANOTHER WORLD (NE)

Interplay's stunning arcade/adventure is here at last and has cut a swathe through the chart's hardy perennials of The Addams Family and Lemmings to nestle in coslly at number four. Lester's adventures are extremely good - if a little short-lived! and should have a safe place in the chart for a month or two.

SUPERMARIO PAINT (NE)

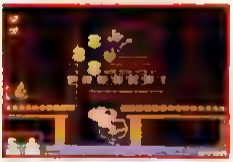
Me old, old mucker, Mario, makes his third entry to the chart - this time he's brought his paint set along! Armed with the mouse that is bundled with this pack, the user is invited to paint pictures, create sound to go with them, and even animate the final results. Although it [illegible] ed, Mario Paint is aimed at younger users and should prove entertaining enough for your average youngster - oh, kids!

(2)	PILOT WINGS
(NE)	PRINCE OF PERSIA
(NE)	SUPER PROBOTECTOR
(5)	F-ZERO
(3)	SIM CITY

GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES



ADDAMS FAMILY
Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision
OVERALL 71%

ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes
OVERALL 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.
OVERALL 74%

AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show
OVERALL 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.
OVERALL 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly
OVERALL 74%

BATMAN
The Joker is causing trouble in Gotham City and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all - a first class game
OVERALL 92%

BATMAN II: RETURN OF THE JOKER
Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.
OVERALL 78%

BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda the definite RPG to go for
OVERALL 79%

BATTLETOADS
Jam Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!
OVERALL 91%

BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.
OVERALL 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.
OVERALL 79%

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off
OVERALL 81%

BLACK MANTA
A mysterious bunch of criminals malodepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch
OVERALL 80%

BLADES OF STEEL
Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.
OVERALL 85%

BLASTER MASTER
Scrolling mazes and scrolling shoot 'em up sky-larking meet head on in this completely fabulous cart. Your best friend (that happens to be a tank) has fallen down a big hole, so you've decided to follow him on a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!
OVERALL 91%

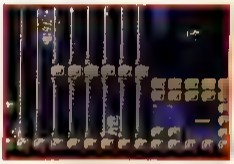
BLUES BROTHERS
Gritty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, mono and the graphics aren't much cop.
OVERALL 40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for
OVERALL 88%

BOULDERDASH
Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a tab, fawing and original game that's destined to become a Nintendo classic
OVERALL 90%

A BOY AND HIS BLOB
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-land from an evil dictator. Fast, fun, original and fawing, A Boy And His Blob is skill
OVERALL 91%

BUBBLE BOBBLE
Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay more than makes up for it. A superb coin-op conversion
OVERALL 89%



BUCKY O' HARE NEW
Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot em ups everywhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase
OVERALL 72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
The 50-year-old cartoon rabbit crops up on the NES in a game where he collects tons of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Looney Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.
OVERALL 35%

BURAI FIGHTER
It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.
OVERALL 79%

CALIFORNIA GAMES
Make the stars of Beverly Hills 90210 look like anorak-clad transporters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy
OVERALL 91%

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CAPTAIN PLANET
Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable
OVERALL 56%

CAPTAIN SKYHAWK
Join the eponymous Captain as he flies around vertically scrolling shooting levels and afterburner style stages. This is another skillful Sega game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.
OVERALL 90%

CASTLEVANIA
Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.
OVERALL 80%

CLU-CLU LAND
One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Dubbit join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring
OVERALL 62%

COBRA TRIANGLE
Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun - each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.
OVERALL 94%

CRACKOUT
Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball action. The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.
OVERALL 21%

DAYS OF THUNDER
Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating
OVERALL 39%

DEFENDER OF THE CROWN
Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs
OVERALL 59%

DEFENDERS OF DYNATRON CITY
NEW
What a weird and wonderful game this license could have made. Sadly the reality is the complete opposite. A dreadfully dull half shopping spree/half shoot em up making a mockery of characters that, however foolish, didn't deserve this treatment
OVERALL 36%

DIGGER T ROCK
At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.
OVERALL 89%

DONKEY KONG
Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag
OVERALL 45%

DONKEY KONG JUNIOR
Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money
OVERALL 46%

DOUBLE DRAGON
Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to lack the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay
OVERALL 75%

DOUBLE DRAGON II
Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo
OVERALL 84%

DOUBLE DRAGON III
Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much
OVERALL 65%

DRAGON'S LAIR
Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and enemies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.
OVERALL 21%

DOUBLE DRIBBLE
Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans
OVERALL 70%

DR MARIO
Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES
OVERALL 88%

DROP ZONE
NEW
This is a real classic! It's a solid blast that owes much of its gameplay to the equally brilliant Defender. You can't get the latter on the NES but you'd be fools to let this one fall through your grasp!
OVERALL 87%

DUCK HUNT
There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.
OVERALL 57%

DUCK TALES
Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Numan's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!
OVERALL 90%

ELITE
Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.
OVERALL 91%

EXCITEBIKE
Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very rippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try
OVERALL 84%

FELIX THE CAT
Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons Hudson have developed the game from the recent feature length film. The game is imaginative and funny but ultimately shortlived as it is very easy
OVERALL 71%

FESTER'S QUEST
The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions
OVERALL 58%

FAXANADU
Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.
OVERALL 79%

FOUR-PLAYER TENNIS
Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device
OVERALL 85%

GALAXY 5000
Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative connection-related item.
OVERALL 91%

GAUNTLET II
Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.
OVERALL 90%

GHOSTBUSTERS II
Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is

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that the graphics are a mite cocky and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.
OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the carnoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dashing undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone
OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint stick-men sprites and extremely annoying action, Goal! is best left alone.
OVERALL 33%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghostly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay
OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.
OVERALL 76%

GRADIUS

Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!
OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up
OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly
OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up
OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive
OVERALL 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. The target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play
OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do
OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather indistinct and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.
OVERALL 64%

HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the pretty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement
OVERALL 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium
OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.
OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing
OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete
OVERALL 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment
OVERALL 36%

KABUKI

Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game
OVERALL 90%

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well
OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!
OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!
OVERALL 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL 72%

KUNG-FU

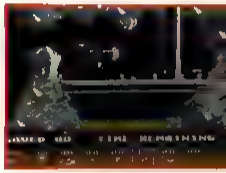
This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans
OVERALL 72%

LIFE FORCE

This is a brill version of the Salamander coin-op with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!
OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look
OVERALL 86%



LEMMINGS NEW

The 16-bit masterpiece of mind melding mischiefers over to the NES. Lemmings has a reputation to uphold and Nintendo's 8-bitter does it much justice. It's not the best conversion available but the greatest one available to NES owners! Rescue the Lemmings or forever hang your head in shame
OVERALL 85%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type
OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look
OVERALL 84%

LUNAR POOL

An entertaining idea - funny shaped pool tables and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.
OVERALL 75%

MACH RIDER

This is an early Road Blasters clone in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even

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worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone
OVERALL 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a turn-up
OVERALL 89%

MARBLE MADNESS

In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer
OVERALL 85%

MARIO BROTHERS

In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gaitrines under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode
OVERALL 83%

MEGAMAN

Is down to MegaMan to go through six levels of incredibly addictive scrolling platform action blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.
OVERALL 92%

MEGAMAN II

The evil Dr Wily is back for another slapping at the hands of the world's greatest hero MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel MegaMan II boasts playability that puts many 16-bit games to the same ilk to shame. An essential purchase
OVERALL 93%

METAL GEAR

Nice graphics and ultra violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one seen look pretty much like another. Not a game to put high on your shopping list.
OVERALL 52%

METROID

Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.
OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!

This is superb graphics and playability. Punch-Out is the greatest boxing game yet seen on a home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike
OVERALL 94%

MISSION: IMPOSSIBLE

This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended
OVERALL 86%

NEW ZEALAND STORY

Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.
OVERALL 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very, very, imp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer
OVERALL 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the personnable Atari coin-op. Paperboy "boosts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MR quality coffin. Avoid!
OVERALL 30%

PINBALL

This is a real Nintendo oldie - and has been completely eclipsed by the immeasurably superior Pinbal, which is based on a real pinball table. Unless you're after a particularly substandard pinball game for your Nintendo, avoid.
OVERALL 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent - with all the steel ball spanking-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!
OVERALL 90%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately the novelty soon wears off
OVERALL 67%

POWERBLADE

It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay
OVERALL 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages
OVERALL 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast
OVERALL 81%

PRO WRESTLING

Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either - sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer
OVERALL 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag - this is a must.
OVERALL 80%

RAD GRAVITY

Strut around the universe with the coolest inter-galactic hero of them all. Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL 82%

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skyrocketing over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL 67%

RC PRO-AM

RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!
OVERALL 90%

RESCUE

Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete
OVERALL 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more
OVERALL 48%

ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money
OVERALL 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this
OVERALL 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy
OVERALL 76%

ROLLERGAMES

Fairly jolly, but rather repetitive future sports simulation which could do with better visuals
OVERALL 76%

ROBO WARRIOR

An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow
OVERALL 51%

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RODLAND
A bit of a sticky one this. Most of the time the game is simple and entertaining platform affair however it is a routine that switches between this and comparatively tough bosses. Still, if games like Rainbow Islands and Bubble Bobble are your thing then Rodland is likely to please.
OVERALL 79%

RUSH 'N' ATTACK
Otherwise known as Green Beret this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.
OVERALL 83%

RYGAR
The graphics in this beat 'em up are okay-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL 70%

SECTION Z
If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL 46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL 84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key! We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.
OVERALL 26%

SHADOW WARRIOR
Jam Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardcore adventure fans should find the gloomy atmosphere a most
OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool (just where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little elven around the forced perspective backdrops, solving puzzles and blasting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%

STAR WARS
A brilliant game which follows the plot of the film very closely through a whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games of the film around.
OVERALL 95%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL 54%

SUPER MARIO BROTHERS
Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.
OVERALL 95%

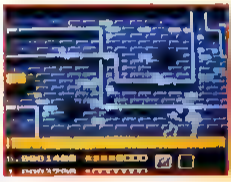
SUPER MARIO BROTHERS II
This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.
OVERALL 96%

SUPER MARIO BROTHERS III
Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.
OVERALL 98%

SUPER OFF-ROAD
Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.
OVERALL 81%

SUPER SPIKE VOLLEYBALL
Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL 83%

SWORDS AND SERPENTS
Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%



TEENAGE MUTANT HERO TURTLES
Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and takes your brains too as you rescue April O'Neil. Worth checking out.
OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL 64%

TENNIS
The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.
OVERALL 75%

TEN-YARD FIGHT
A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL 76%

TERMINATOR II
One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited lev-

els, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only

OVERALL 72%

TETRIS

This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.

OVERALL 97%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL 65%

TINY TUNES

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for weeks.

OVERALL 86%

TIME LORD

The game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MS Games cartridge.

OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game. Yes, it's fun. But there are ends of better games of this sort already available. What a waste

OVERALL 78%

TOP GUN

Though this wouldn't take anyone's breath away the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out

OVERALL 79%

TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out

OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay this is a sports simulation no Nintendo owner should miss.

OVERALL 90%

TROG

Trog is a PacMan-style coin-op (two guts are playing it in the arcade scene in Terminator II!) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay

OVERALL 70%

TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead

OVERALL 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series

OVERALL 72%

WORLD WRESTLING

This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL 84%

WRECKING CREW

The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL 81%

WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money

OVERALL 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast

OVERALL 65%

ZELDA II: ADVENTURE OF LINK

This RPG-style game is absolutely vast - much bigger than the original and it's graphically superior too. The gameplay is also beefed up with magic and best 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try

OVERALL 94%

GAME BOY

ALIEN III
NEW

Can't be doing with Aliens, us! Especially when they star in multi-million dollar, mind numbing movie sequels. Thankfully their infestation of the Game Boy in this title is easily forgivable because it is excellent! You control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to iron the fun this is more than the average shoot 'em up and comes highly recommended from us!

OVERALL 90%

ALLEYWAY

A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating called 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

BART VS THE JUGGERNAUTS
NEW

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meets the Gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but gets better as the game goes on. If you can get that far!

OVERALL 71%

BASEBALL

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

BATMAN
With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.
OVERALL 91%

BATTLETOADS
Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have
OVERALL 78%

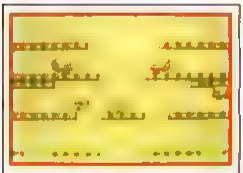
BEST OF THE BEST
The Game Boy makes a cauliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups,ut certainly not the best.
OVERALL 65%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim
OVERALL 82%

BOMB JACK
Hit the road Jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.
OVERALL 68%

BOULDERDASH
Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.
OVERALL 90%

BOXXLE
Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.
OVERALL 83%



BUBBLE BOBBLE
Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the monsters and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!
OVERALL 90%

BUBBLE GHOST
This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at
OVERALL 81%

BURAI FIGHTER DELUXE
Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake
OVERALL 83%

BURGERTIME DELUXE
Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients onto a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh although it does get very repetitive after the first few levels
OVERALL 78%

CASTLEVANIA
Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them
OVERALL 79%

CHASE HQ
Oh dear: converting this coin-op to the Gamebay wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious
OVERALL 42%

CHESSMASTER
This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like
OVERALL 96%

CHOPLIFTER II
Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!
OVERALL 92%

CRASH DUMMIES
NEW
One of the most unlikely concepts for a game but one that works extremely well! The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action wild and crazy!
OVERALL 86%

DR FRANKEN
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girlfriend's bits is your forte, get a hold of this!
OVERALL 92%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.
OVERALL 83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL 88%

DR MARIO
Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans
OVERALL 87%

DUCK TALES
Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.
OVERALL 78%

DYNA BLASTER
This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value
OVERALL 88%

F1 RACE
The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent Outrun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.
OVERALL 88%

F-15 STRIKE EAGLE
NEW
Whilst graphically and sonically a dismal affair Microprose's aging flight simulator makes the conversion over to the Gameboy quite well. A thinking man's Afterburner, if you fancy a challenge and more than a touch of variation to your shoot 'em ups then take a strike at this.
OVERALL 83%

FERRARI
Sluggish programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a d or so's play out of this.
OVERALL 37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better
OVERALL 41%

FORTRESS OF FEAR
A sort of medieval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL 80%

GARGOYLE'S QUEST
Some pretty good gameplaying skills are required to make your way around this game's unfriendly platform environment, but it's all ve addictive, and should be checked out by hardened platform fans.
OVERALL 80%

GAUNTLET II
A perfect mini-replica of the classic coin-op the contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.
OVERALL 88%

GB KID
Banking ahoy! The PC Kid is re-christened the GB kid and trounces the life out of his prehistoric foes in his first quality adventure. He's stylish and often hilarious, the only problem is the the game's simple to complete!
OVERALL 79%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions t test your brains and reflexes. Well worth taking a look at.
OVERALL 81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL 88%

GREMLINS II
Once more it's platforms a go-go with Gremlin II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music
OVERALL 80%

NINTENDO MAGAZINE SYSTEM
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HOME ALONE
Take control of a digitised Macaulay Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, lacklustre sound and awful playability. Avoid it!
OVERALL 38%

HOOK
In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level
OVERALL 66%

HUNT FOR RED OCTOBER
In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Sensational
OVERALL 92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!
OVERALL 71%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth
OVERALL 71%

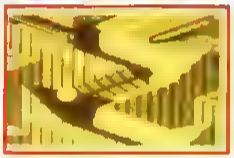
KIRBY'S DREAM LAND
RAVE!
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first but the second secret quest is very tough
OVERALL 94%

KUNG-FU MASTER
The loose transaction of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The final nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game
OVERALL 17%

KWIRK
This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Sokoban clone - but a lot more fun.
OVERALL 85%

LEMMINGS
NEW
Short and sweet: Lemmings on the Gameboy is a great conversion of a classic game. Prevent hordes of Lemmings from meeting with cartoon doom in an almost endless collection of brain-taxing screens
OVERALL 88%

LOONEY TUNES
The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party
OVERALL 90%



MARBLE MADNESS
Guide your marble around a number of increasingly tricky salom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability
OVERALL 87%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase
OVERALL 62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL 81%

MOTOCROSS MANIACS
Motocross has never been any wonder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL 76%

MR DO!
Adopt the mantle of Mr Do and run around a Boulderdash-style screen layout dropping massive pieces of fruit on marauding enemy spries! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look
OVERALL 86%

NAVY SEALS
This platform shoot em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look
OVERALL 80%

NEMESIS
A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot em up fans should really get into the action. Go for it!
OVERALL 88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate
OVERALL 31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again
OVERALL 89%

PACMAN
PacMan is as PacMan does - and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan
OVERALL 80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only
OVERALL 67%

PINBALL
Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.
OVERALL 79%

PRINCE OF PERSIA
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge
OVERALL 92%

QUARTH
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different
OVERALL 90%

QIX
Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.
OVERALL 81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull
OVERALL 64%

RESCUE OF PRINCESS BLOBETTE
NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.
OVERALL 68%

REVENGE OF THE 'GATOR
At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it
OVERALL 91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL 88%

ROBOCOP
This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great
OVERALL 72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. All the intermission screens and bonus stages of the coin-op are present but the interest level doesn't last long
OVERALL 74%

R-TYPE
The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly
OVERALL 82%

SIDE POCKET
Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL 73%

NINTENDO MAGAZINE SYSTEM GAME INDEX

SKATE OR DIE (TOUR DE THRASH)

Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind shoot-em-up variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all

OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)

Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size

OVERALL 81%

SNEAKY SNAKES

Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.

OVERALL 89%

SNOOPY'S MAGIC SHOW

The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive

OVERALL 84%

SOLAR STRIKER

After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.

OVERALL 69%

SOLOMON'S KEY

Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the fitchy graphics make it difficult to see what's going on.

OVERALL 82%

SPEEDBALL II

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. If you've never experienced the game on any other system then the action is just far too confusing

OVERALL 65%

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL 85%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.

OVERALL 90%

SUPER HUNCH-BACK

Jolly platform game starring everyone favourite s deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time

OVERALL 81%

SUPER KICK OFF

The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy

OVERALL 93%

SUPER MARIO LAND

Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it. A must-buy for platform fans everywhere.

OVERALL 90%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.

OVERALL 87%

TEENAGE MUTANT NINJA TURTLES

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this

OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II

It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again Turtle fans will love this.

OVERALL 85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TERMINATOR 2

As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety: an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It wasn't take too long to complete, but it's still a fab game.

OVERALL 90%

TETRIS

Free with the UK version of the Gameboy this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen

OVERALL 95%

TITUS THE FOX NEW

A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. As a matter of fact it is just that. The fox sucks!

OVERALL 45%

TRACK MEET

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while and the button-pounding action certainly takes it out of the Game Boy

OVERALL 75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.

OVERALL 59%

WIZARDS AND WARRIORS

Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for

OVERALL 78%

WWF SUPERSTARS

Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.

OVERALL 85%

SUPER NES

AMAZING TENNIS NEW

Although not as instinctive as the incredible Super Tennis, Amazing Tennis is just that! The gameplay isn't so immediate, the behind-the-net viewpoint is a little disorientating at first and it is quite tricky to control. However these problems soon fade into insignificance with practice and Amazing Tennis abounds with great graphics and sounds. Despite the robotic sounding umpire. Ad-von-tage re-ce-ver

OVERALL 91%

BLAZING SKIES

What a spectacular load of old tosh this is! An excellent example of the lesson that warns us never to judge a book by its cover. The attractive graphics are poorly animated and the game plays like a ... like a ... intact it doesn't play at all. It's a steaming wreck and no mistake.

OVERALL 49%

BLUES BROTHERS NEW

Hardly following the plot of the film and a far cry from being a good game either! Irrelevant to the classic John Landis film aside, the Blues Brothers is a very poor platform charade full of bad programming and brain numbing monotony. It's very frustrating too!

OVERALL 47%

CHUCK ROCK NEW

With his stupendous, Dinosaur damaging stomach the infamous Chuck Rock flobbles his way to success on the Super NES. Core's prehistoric platform adventurer has far more on offer than Joe & Mac in that there is far more depth to his gameplay and a wilder sense of humour surrounds him on the mission to rescue his wife. He is the captain caveman!

OVERALL 89%

CONTRA SPIRITS

The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!

OVERALL 95%

DESERT STRIKE NEW

Nothing whatsoever to do with postponing sweets after a meal for a week but plenty in common with the tragic Gulf War. Desert Strike is likley to satisfy everyone with a thirst for heroism and presents a novel twist to the usual shoot-em-up format

OVERALL 83%

FINAL FIGHT

Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this

OVERALL 92%

F-ZERO

This is one of Nintendo s flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase

OVERALL 90%

NINTENDO MAGAZINE SYSTEM GAME INDEX

GODS
Hardly a deity when compared to the best Super NES platform games in existence but an interesting excursion into the realms of the gods all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new ideas and a high level of challenge are enough to raise it above most
OVERALL 85%

LEMMINGS
Save those brainless suicide-motivated lemmings from death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is
OVERALL 92%

MARIO PAINT
Even though this may be, at first, the novelties soon wear off. Both the art and music designers are hopelessly limited and fail to function as true educational tools, though they're OK for a laugh. The swat the fly coffee break feature is the only aspect of the package that classes as a game, yet it's hardly with sady notes despite the inclusion of the rather excellent mouse.
OVERALL 65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Capcom work their magic on the Super NES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a Fireman, a mountaineer and even a mighty little sorcerer all of which lend themselves to some interesting twists in the gameplay. If only it wasn't so goddam easy! Tsch
OVERALL 84%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver
OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and some-flying are all here to be enjoyed, although the novelty does wear off after a time. Pilotwings still ranks as a highly playable, massive game
OVERALL 90%

PUSHOVER
NEW
Art rearranges dominoes in order to progress through the levels in this entertaining puzzle game from Ocean. Pushover may not hold the same excitement as Lemmings, the puzzles are not testing enough, but still rates as a fun kind of strategy game.
OVERALL 78%

Q*BERT III
NEW
The foul mouthed, ultra-cool minor hero of the eighties makes his second come back! The graphics are super psychedelic, the music and sound effects are beyond description except to say that they are equally as far out. Q*Bert may be a tired old character but NTVIC have revived and revamped him back to life. The only problem is that the tedium overtakes the compulsion after a while leaving poor old Q*Bert facing the prospects of eternal shelfdom. Check it out however, if you feel the need for a change.
OVERALL 70%

RIVAL TURF
Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead
OVERALL 48%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly by when you play it. A truly classic cart.
OVERALL 93%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly
OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players
OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES
OVERALL 94%

SUPER KICK OFF
Well, was this game worth the hype or what? The answer is probably no, unfortunately. The gameplay is nowhere near as good as in the original 16-bit versions and so it looks like another long wait for something better. Sensible Soccer perhaps? Save your cash!
OVERALL 73%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world
OVERALL 98%

SUPER MARIO KART
Not particularly outstanding on your own, but with two players this racing game is the absolute business. Featuring brilliant graphics and a variety of different play modes, there are even some secret shortcuts to discover. We haven't stopped playing it since it came into the office!
OVERALL 92%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.
OVERALL 82%

SUPER SOCCER
Soccer is soccer only this time it's played out on a third person perspective spin n scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans
OVERALL 79%

SUPER TENNIS
The Super NES spin n scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two player game, it's the tops!
OVERALL 94%

UN SQUADRON
Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner
OVERALL 94%

WING COMMANDER
An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the Super NES. With too much attention placed on the presentation, which isn't all that good either, and not enough to the gameplay Wing Commander is best left alone
OVERALL 62%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text
OVERALL 93%

SYSTEM SPECTRUM

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Next Month

INITIATE COUNTDOWN

5. OPEN PROJECT FILE
(Scanning)

4. NAME PROJECT
(NMS February 1993)

3. BEGIN QUALITY CONTROL
(Activating)

2. RESULTS
(Incredible!)

1. CONCLUSION
(Buy it as soon as you can)

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PLUG THRU

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